

STAR WARS™
FORCE
AND DESTINY

KNIGHTS OF FATE



A Sourcebook for Warriors

STAR
WARS
ROLEPLAYING™



STAR WARS FORCE AND DESTINY

ROLEPLAYING GAME

KNIGHTS OF FATE

The Galaxy is riven by war, as the GALACTIC EMPIRE escalates its campaign against the REBEL ALLIANCE. Countless smaller struggles ignite on a daily basis, as petty warlords, mercenaries, and martial orders wage war for every possible cause.

In these times, there is no shortage of fighters and soldiers, but true Warriors are rare, and those strong in the Force even scarcer. These individuals, whether they follow the ideals of the JEDI of old or not, can change the course of any battle. Yet, violence breeds anger, and the internal struggle they face may be the greatest conflict of all....

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A pair of hulking guards flanked an enormous durasteel door, shiny blasters cradled in large, clawed hands. A tarnished pyramid towered behind, dwarfing the surrounding scrap-metal shelters and rickety stalls. Ark ol Loor was much too near her goal to let these two Dowutins deter her, despite the inner protests of her Orucyte half.

"You sure you want to go in there?"

Surprised to hear the words aloud, she spun to face the old human from the transport. She dropped her fists, relaxed her muscles. The man smiled, his face wrinkled like a dried fruit. He didn't mean her harm. She couldn't sense him—he wasn't a Phydolon—but she knew.

"Leave me alone," Loor warned. "Stay out of my business."

She turned her back on him and plodded toward the guards. One raised a hand to stop her.

"Members only," he growled.

"I'm meeting someone. Please, what will it cost me?"

She knew the guard was going to attack before he did, and her pulse quickened. The Dowutin raised his arm to strike but she was already moving, ducking under the blow, bringing her elbow up. She caught him hard between his tusks, but he barely blinked. She felt the anger rising around her, smothering, as the guard raised a blaster.

Loor launched herself at the Dowutin as one of his knobby claws pulled the trigger, and she lashed out with her long arm, spoiling his aim. The blast hit the other guard, who fell against the door and slid to the ground. She darted for the fallen guard's blaster, but large claws caught her by the neck, dragging her back.

She threw herself against him with all the strength her long limbs could muster, knocking his head back against the door. As his grip loosed, she ducked away and snatched up the fallen blaster, whipping around to take a shot. The huge body fell, sprawled across his comrade.

The subsiding cloud of anger left her cold, and she took deep breaths even as the fungal fibers lacing her body replenished the oxygen in her blood. Pushing the blaster into her belt and concealing it under her coat, she stepped over the bodies and pushed through the door.

Loor took long strides down a flight of dark steps. The room at the bottom was gloomy, lit only by a red glow rod twisted around the length of the bar and a few luminous drinks on the tables. The hushed conversations and tension in the air told her she was expected.

A battered service droid waited behind the bar, watching her with its one intact visual sensor.

"I'm looking for the Executioner," Loor said. "Is he here?"

"I don't know who you're talking about," the droid said, its tinny voice grating. "Can I get you a drink?"

"Why do you target this bounty hunter?"

It was the old man again, sliding onto a stool at the bar like he was a regular. His plain brown robes couldn't have looked more out of place.

"He is just a tool. If you kill him, another will take his place."

"What do you know?" she asked flatly.

"I know he is here, and that the service droid has just alerted him to your search."

He was right. The droid, holding a tray of drinks high, had rolled to a table across the room. A figure rose: horned, red skin, scarred face, just as described. Malice radiated from the Devaronian in waves as he strode toward her, taking a sniff of some stimulant.

"What can I do for you?" he asked, looking her up and down as he smirked, flashing his incisors. He stank of sulphur, which nearly turned her stomach, but she remained still. Her hand rested on the weapon under her coat.

"You're the Executioner?" she asked.

He nodded.

"You don't just execute your targets, though, do you?"

He laughed, and she raised the blaster, but not fast enough. One big arm hugged her from behind, pinning her arms to her sides, and a clawed hand tugged the weapon from her grasp—another Dowutin.

"What's it to you?" the Devaronian asked, still smiling. "Did I hurt someone you cared about? Do tell."

Loor wanted him to understand, but nothing she could say or do would make him feel the pain she felt. These aliens—they stood alone, cut off. That was why they could inflict suffering on others and not care. When this bounty hunter took Ark ol Nojj's lives, he very literally killed a part of Loor.

"Yes," she replied simply. She tensed, ready to die but determined to take the Executioner with her.

"Let her go."

It was the old man. He moved to stand between her and the bounty hunter, looking above her at the Dowutin who held her. The grip around her loosened.

"Hold her!" the Executioner said, and the grip tightened again. "And you, get out of my way."

The Executioner tried to throw the old man aside, but the human took hold of his arm, flipped him over, and sent him crashing into the far wall.

"You can make a difference, save lives, ease suffering," the old man said, leaping over her head. Her captor fell with a thud. "But you must choose your battles more carefully."

Loor turned to see him tossing the massive Dowutin, more than twice his size, across the bar.

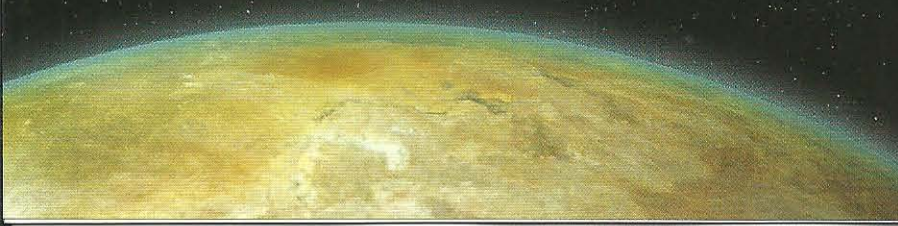
"How did you do that?" she asked in her typical monotone.

"You can fight without exposing your identity," he continued, ignoring the question. He raised a hand as the Devaronian charged. The human pushed his hand out, and—though it never connected—the bounty hunter went crashing through a table, breaking it in two.

"Or betraying what you are," he said.

"What I am?" she asked. "What do you know of what I am?"

The old man smiled. "Let me teach you what you are."



WARRIORS OF THE FORCE

For thousands of years, the Jedi policed the galaxy, keeping the peace using negotiation, diplomacy, and military might when necessary. Jedi practiced martial arts to hone their ability to fight—mastery of the body was as important as mastery of the mind. All Jedi trained to fight with a lightsaber, the weapon that has long been the symbol of both Jedi and Sith, and each Padawan created such a weapon as part of the initiation process. Whether the galaxy was at war or in a state of relative peace, this did not change. Even the most pacifist Jedi recognized the need to be ready to step into a conflict and help to turn the tide, or to enforce the law of the Republic. Most Jedi understood the necessity of Warriors, though violence was never a first resort.

Although all Padawans learned to fight, not all Jedi remained focused on this part of training. While many Jedi believed in using the Force only for defensive purposes, some Jedi were Warriors, who had a greater acceptance of the need for violence and a greater aptitude for it. Perhaps these Jedi had experienced firsthand the ugliness of violent crimes or the atrocities of war, or perhaps they simply had aggressive natures. Whatever the case, certain Jedi were more suited to combat than to more political or peaceful roles. This remains just as true now that the Jedi are all but gone—more so, perhaps, since it is easier for recent generations to remember the legends of lightsaber-wielding Jedi Knights than those of wise, enigmatic mystics.



Warriors are strong; they struggle against the odds because it is the nature of a Warrior to do so. Regardless of where a Warrior acquires fighting skills and what code the Warrior lives by, to be a Force sensitive means having certain advantages over less-gifted foes. Some Force-sensitive Warriors can anticipate an opponent's moves, others sense danger before it appears, and still others discover themselves capable of incredible feats of strength or endurance. With training and practice, all of these Warriors can aspire to great things. The legends of heroic Jedi swinging lightsabers on the battlefield give an aspiring Jedi hope. It is possible to fight, and win, and remain on the light side of the Force.

Sometimes the need to fight for what's right leads a Warrior to join or lead a battle on their homeworld, while another Warrior might seek potential adversaries across the galaxy. Some Warriors fight to survive; others train for combat in the hope of helping others. Wherever the battle, whatever the cause, and however hard the struggle becomes, Warriors never give up the fight.

KNIGHTS OF FATE offers new options for Warrior characters in your **FORCE AND DESTINY** campaigns. The material in this book includes new species, new specializations and talents, a new Force power, and plenty of weapons and armor for Warriors of all kinds. In addition, it looks at the history of Warriors in the Jedi Order and their place in the galaxy today. Players and GMs will also find extensive advice for integrating Warriors into campaigns.

WARRIORS IN *STAR WARS*

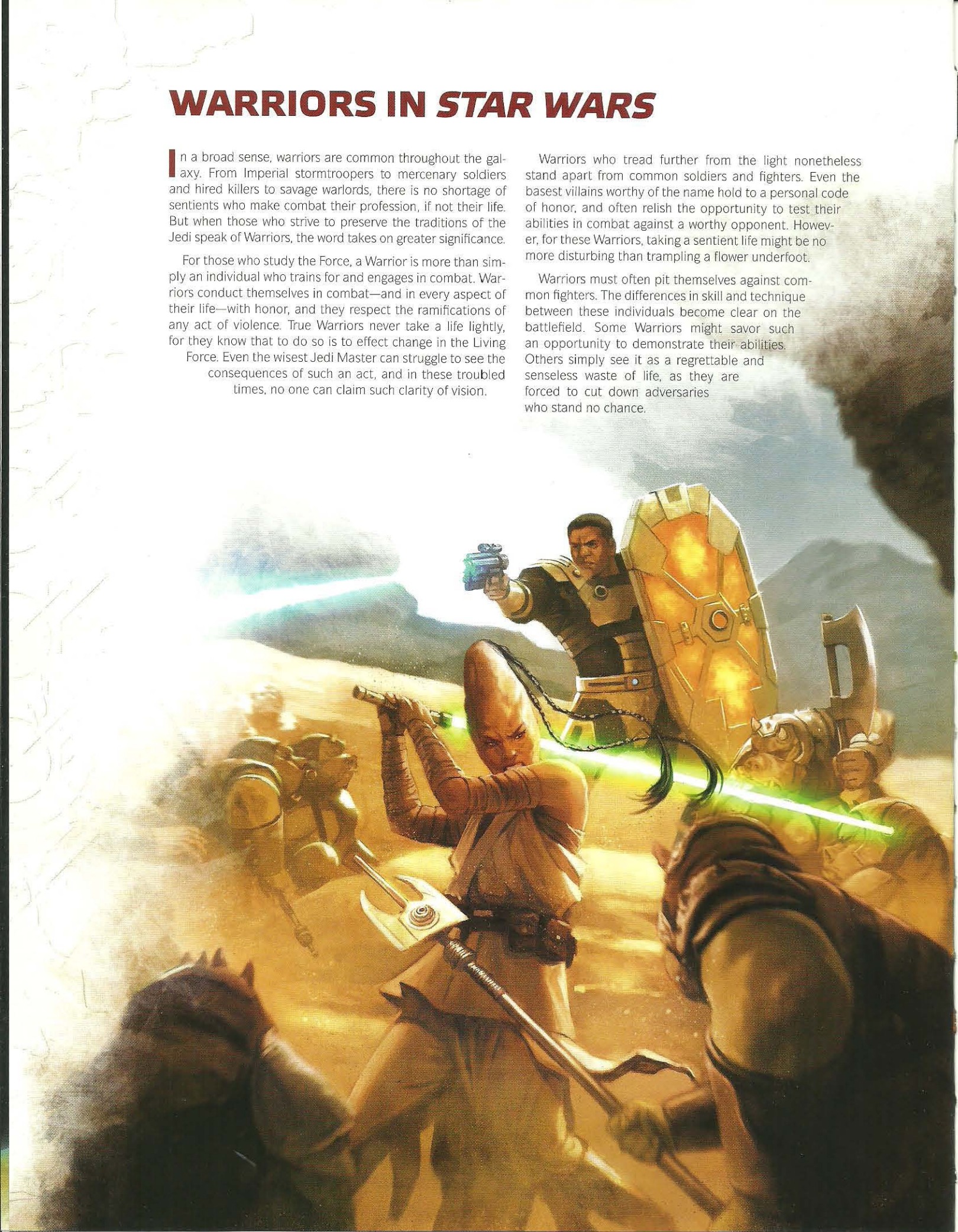
In a broad sense, warriors are common throughout the galaxy. From Imperial stormtroopers to mercenary soldiers and hired killers to savage warlords, there is no shortage of sentients who make combat their profession, if not their life. But when those who strive to preserve the traditions of the Jedi speak of Warriors, the word takes on greater significance.

For those who study the Force, a Warrior is more than simply an individual who trains for and engages in combat. Warriors conduct themselves in combat—and in every aspect of their life—with honor, and they respect the ramifications of any act of violence. True Warriors never take a life lightly, for they know that to do so is to effect change in the Living Force. Even the wisest Jedi Master can struggle to see the consequences of such an act, and in these troubled

times, no one can claim such clarity of vision.

Warriors who tread further from the light nonetheless stand apart from common soldiers and fighters. Even the basest villains worthy of the name hold to a personal code of honor, and often relish the opportunity to test their abilities in combat against a worthy opponent. However, for these Warriors, taking a sentient life might be no more disturbing than trampling a flower underfoot.

Warriors must often pit themselves against common fighters. The differences in skill and technique between these individuals become clear on the battlefield. Some Warriors might savor such an opportunity to demonstrate their abilities. Others simply see it as a regrettable and senseless waste of life, as they are forced to cut down adversaries who stand no chance.



JEDI WARRIORS

The origins of the Jedi are largely lost to history, the details forgotten and physical records destroyed in their battles with the Sith. By the time of the Clone Wars, even the Jedi Council saw only an incomplete picture of their order's beginnings, and the Emperor's purge all but wiped even that knowledge from the galaxy. Regardless of who first formed the Jedi and for what purpose, the goals, methods, and values of the order remained consistent for more than a thousand generations, as did the place of Warriors within the Jedi.

What fragmentary information survives suggests that the Jedi Order's origins lie in a gathering of Warriors, as demonstrated by the enduring importance of the lightsaber both as the primary weapon of the Jedi and as a powerful symbol. Nevertheless, early in its existence, the Jedi Order embraced the light side of the Force and the ways of peace and justice. This rejection of violence as a means to power spurred the defection of those who became the Sith, embracing war and suffering as tools.

The Jedi continued to train as warriors; many Knights focused on the study of combat, as evidenced by the development of the seven lightsaber forms. Even those Jedi who ultimately preferred to direct their energies toward other pursuits first mastered the basics of lightsaber combat as Padawans, and continued to train and practice to some extent throughout their lives.

The Warriors of the order were those Jedi who placed a special emphasis on the martial arts, particularly lightsaber combat. They honed their skills in warfare, but not because they saw war as desirable; the Jedi knew that war did not make them great, either as individuals or as an order. Instead, many Jedi saw the martial arts as a way to hone the mind-body connection, and in so doing to become closer to the Force. Equally important, and perhaps more so to some, was the role of the Jedi as peacekeepers and protectors of the innocent. Even though nonviolent resolution of conflicts was their ideal, the Jedi knew that there would always be those who would not bend to reason. And so, the Jedi knew they must stand ever ready to battle the evil and corrupt for the betterment of the galaxy.

A GALAXY AT WAR

Armed conflict has been a constant throughout the *Star Wars* galaxy's history. Even during those rare periods when no great struggle drowned the galaxy in war, smaller battles raged on innumerable worlds. Throughout the millennia, the sentients who have dedicated their lives and livelihoods to the galaxy's battles have been as varied as the conflicts in which they fought.

Given everything from skirmishes between rival gangs to planetary invasions, Warriors never want for opportunities to test themselves. They must be ever vigilant, even in times of peace. Just as common mercenaries and professional soldiers are seldom in want of work, opportunities also abound for Warriors. Each Warrior must decide for himself whether to commit their abilities only to noble causes, or to fight wherever there are credits to be made or power had.


Although some Warriors specialize in a particular combat style to the exclusion of all else, most try to maintain a well-rounded skill set in order to better adapt to battle conditions outside their control. Of particular note, certain Warriors among both the Jedi and Sith are renowned equally for their prowess with a lightsaber and behind the controls of a starfighter. It is the mark of a true Warrior not only to achieve capability in multiple fighting forms, but even to master them.

THE BALANCE OF THE FORCE

All those who use the Force tap into the great energy that connects everything and everyone in the galaxy. This lets them develop an acute awareness of others and their feelings, giving new meaning to the pain and suffering of strangers. No Jedi, Warrior or otherwise, inflicts pain thoughtlessly. Warriors feel this connection as keenly as any Force sensitive, but they know that sometimes fighting in the present means less pain and suffering for all in the future. Warriors learn to make tough decisions, punishing the strong to save the weak, or taking one life to save many. It is not an easy path, but it is a path of change. For a galaxy in the throes of the chaos war brings, the Warrior's path makes a difference. Where there are battles to fight, Warriors follow their calling.

A Warrior devoted to the light side of the Force must abide by certain rules. For an untrained Force sensitive, this often means looking to a personal sense of right and wrong—and hopefully the Force itself—for guidance. Fighting defensively, fighting mercifully, fighting honorably, and fighting for the greater good—these might mean different things to different Warriors, but they all imply that the Warrior considers the cause, method, and consequences of violence. For a Force sensitive on the Warrior's path, the constant struggle to fight on the light side may be exhausting, but it is crucial. Any Warrior who ceases to consider the moral implications of each battle, who fails to see the bigger picture, is in danger of succumbing to the dark side.

Even when the Jedi were at their strongest, there were those whose methods set them apart from the others—those whose desire for power and for victory drove them to the dark side of the Force. This temptation is only stronger now that Force sensitives live under constant threat of persecution, aware that the ignorant or corrupt may hunt them down and kill them or, at the least, fear and hate them. Violence is everywhere, and it takes a Warrior who is strong both without and within to resist what appears to be an easier road to power. The training of a Jedi was difficult enough in the past; now, finding a teacher can seem an impossible task, and many Force sensitives are compelled to explore the Force alone, learning through trial and error—a difficult and dangerous undertaking.



For those Warriors who emulate the Jedi, violence is generally seen as a last resort. They are unlikely to inflict injury except in defense of themselves or others. However, for Warriors who do not share the Jedi's ideals of pacifism, violence can be a useful tool in a wide range of situations. Such individuals might exist in a moral gray area, but unchecked violence sooner or later leads invariably to the dark side of the Force.

LEGENDS OF BATTLE

Star Wars is full of tales of legendary warriors. While many—perhaps most—characters find themselves in fast-paced blaster shootouts at some point or another, the heroes and villains who participate in thrilling lightsaber duels are iconic Warriors. These legendary fighters are primarily Jedi and Sith, but some of the Jedi's most feared opponents were not Force users at all.

For some, being a Warrior is in their blood. Luke Skywalker is a premier example. Despite a simple and largely peaceful upbringing, Luke quickly adapted when the life of a Warrior was thrust upon him. With only minimal training—albeit with two of the greatest teachers of the era—Luke mastered the ways of the Jedi. As a Warrior, Skywalker excelled both as a Starfighter Ace and in the Shii-Cho lightsaber form—if a highly personalized version.

Luke Skywalker came by his talents naturally, taking after his father. Anakin Skywalker was also an exceptionally gifted pilot and swordsman. As a youth, Anakin's ability as a starfighter pilot exceeded that of many career pilots. Even considering his experience piloting the repulsorlift vehicles popularly known as Podracers on his native Tatooine, Anakin adapted to the demands of starfighter combat with preternatural speed. He always favored the Shii-Cho form, but since his near-death and resurrection as a Dark Lord of the Sith, Darth Vader has tempered a uniquely aggressive variation on the style. Feared throughout the galaxy, Darth Vader is a legendary figure whose deeds are recorded in the blood of the countless Jedi and innocents he has slaughtered.

In the last days of the Republic, many Jedi performed exceptional feats. Mace Windu is notable not only for his status as a senior member of the Jedi Council in its last days, but for the pivotal roles he played in key events at the outset and conclusion of the Clone Wars—first in the Battle of Geonosis, and finally in the confrontation with Sheev Palpatine. Windu was a legend in his time, and remained so among certain people despite the Empire's anti-Jedi propaganda; he is remembered in particular for his exploits on Ryloth during the Clone Wars. Although in many ways he was a staunch traditionalist, the champion of the Jedi Order is also notable for having developed the Vaapad lightsaber form, a variant of the malignant and restricted Form VII.

One of a handful of Jedi to survive the Emperor's purge, Obi-Wan Kenobi excelled in many areas. As a Warrior and general, he gained great renown in the Clone Wars. While still a Padawan, Kenobi defeated the fierce Juyo Berserker Darth Maul in the first recorded conflict between Jedi and

WARRIORS IN FORCE AND DESTINY

The variety of fighters throughout the galaxy is reflected in the possibilities open to **FORCE AND DESTINY** characters. Not all Warriors fit the mold of the Jedi. Some have fighting styles that stem from their origins before discovering their Force sensitivity, such as a one-time organized crime enforcer who takes the Aggressor specialization. Others might eschew not only lightsabers but all forms of melee combat, preferring instead to fight from the cockpit of a starfighter or simply with a blaster in hand. The advantages offered by attunement to the Force allow these Warriors to surpass typical experts in these fields.

Most Player Characters in **FORCE AND DESTINY** are not Jedi—or at least do not begin as such. Some do not even hold any aspirations to Knighthood. Although many PCs are likely to aspire to the ideals of the Jedi, whether knowingly or not, others might not share the Jedi's values. The moral quandaries characters face and the pull of the light and dark sides of the Force are a major part of **FORCE AND DESTINY** stories, as highlighted in the Conflict rules.

Warriors who uphold the tradition of the Jedi as peacekeepers walk a fine line. Although they stand ready to defend the cause of right in battle, they must be ever cautious to avoid giving in to anger and hate: emotions that all too easily rise to the surface during battle. This is one reason Jedi teachings reject attachment. Fighting for an ideal is a necessity, but Warriors who become too personally involved with those they defend—or even too attached to their own lives—tempt strong emotional responses when combat becomes unavoidable.

Sith in centuries. Kenobi's own impressive accomplishments are often overshadowed by his connection to the Skywalkers. Indeed, two of his greatest battles were against his one-time Padawan, Anakin. One of Kenobi's greatest strengths as a Warrior was his adaptability. Although a stalwart defender of Jedi tradition, Kenobi was willing to adapt to the situation at hand and to a changing galaxy.

The fallen Jedi Count Dooku was not only one of the most skilled swordsmen the galaxy has even seen, but a consummate politician as well. Born into the royalty of Serenno, Dooku exemplified the cultured Warrior, equally adept at slinging barbs at a formal banquet and trading ripostes on a battlefield. As Darth Tyrannus, Dooku proved the efficacy of the Makashi form in lightsaber duels, for which it had been developed. A master of Form II, Dooku was able to not only hold his own but emerge triumphant against some of the most skilled Jedi of the era, even when outnumbered. Perhaps his greatest asset as a Warrior, though, lay in his political and military tenacity. Dooku understood well that in a lightsaber duel, as in any battle, the best path to victory was to choose the time and place of the confrontation.

Aptly named, the Sith apprentice Darth Maul was a force of nature in battle, wielding a massive double-bladed lightsaber with almost reckless abandon. Maul employed the Juyo fighting style, the ultra-aggressive Form VII that, in the waning years of the Republic, was all but forbidden to Jedi. Raised from childhood as a living weapon at the hands of Darth Sidious, Maul could not have become anything but a Warrior. Even more remarkable than his great skill with a lightsaber, Darth Maul embodied the power of a

true Warrior spirit to overcome the seemingly impossible. Left for dead by Obi-Wan Kenobi, the bisected Maul clawed his way to freedom from the bowels of Naboo's Royal Palace, eventually returning to plague not only the Jedi, but his former master as well.

During the Clone Wars, the Separatist General Grievous demonstrated that one need not be strong in the Force to threaten even the greatest Jedi in combat. Sometimes mistaken at first blush for a droid, so extensive were his augmentations, the former Kaleesh warlord chose to be rebuilt as the cyborg Grievous in his quest to become the greatest warrior in the galaxy. Trained by Count Dooku in the ways of lightsaber combat, Grievous utilized a unique style that took full advantage of his new body's four mechanical arms and their versatile articulation. Drawing from his lifetime of experience and with the advantages offered by his mechanical body, Grievous slew numerous Jedi, collecting their lightsabers as trophies.

Throughout history, individuals capable of effectively wielding a lightsaber without drawing on the Force have been exceedingly rare, almost unheard of. Only a potent warrior culture could produce an individual with the requisite skill. The ancient Mandalorians were such a people, and a select few preserved their culture after Mandalore rejected its old ways in favor of pacifism. Pre Vizsla was the last in a line of Warriors of Clan Vizsla to wield the Darksaber, a unique lightsaber looted from the Jedi Temple centuries before. Even though he lacked Force sensitivity and the training of a Jedi, Vizsla wielded the Darksaber with enough skill to go toe-to-toe with such Warriors as Obi-Wan Kenobi and Darth Maul. His example showcases the near-limitless potential of disciplined Warriors possessed of unflinching faith in their cause.







WARRIORS OF LIGHT

"Wars not make one great."

—Yoda

Warriors are not necessarily soldiers. Neither do they all wield lightsabers, or consider violence to be the only solution. However, by definition, Warriors are beings who fight for or against something—who provoke or react, push against obstacles, and overcome challenges. Whatever the reason, whether the battlefield is physical or only in their own mind, Warriors fight.

In a galaxy of oppressed planets, war-torn systems, and uncountable personal tragedies, there are myriad reasons why beings might become Warriors. Sometimes, that first act of violence is necessary for survival, or a brave soul cannot remain passive in the face of a great injustice. For Force-sensitive characters, the universe is even more dangerous. When their own people drive them out because of fear, or Imperial stormtroopers hunt them down, Force-sensitive characters can either run and hide or stand and fight. Those who choose the latter, embracing the advantage that attunement to the Force grants them and honing their skills, become stronger and more powerful, and so able to survive the perilous situation. Yet, a life consumed by violence can lead to the dark side of the Force, turning that person into exactly what their persecutors feared.

Warriors' skills are not limited to martial techniques. Successful Aggressors learn to use their reputation in place of weapons, and Starfighter Aces their speed, when it is wise to avoid a direct confrontation. Even the most formidable Warriors face situations when they must find an alternative solution to a problem. Warriors' strength lies in their wills, in their characteristic determination to fight rather than yield.

In a group, a Warrior's role depends largely on their specialization. A Starfighter Ace and a Colossus offer very different skills. Regardless of role, a Warrior is someone PCs want beside them in a fight.

Chapter I: Warriors of Light offers three new specializations—the unstoppable Colossus, the ferocious Juyo Berserker, and the precise Steel Hand Adept—giving players six specializations to complement any group of characters. Also included is a selection of possible backgrounds for Warriors, as well as three species suitable for any career path. New Motivations help to flesh out Warrior characters, and the Force power Endure allows Warriors to overcome pain and other limitations of crude matter.

BATTLES TO FIGHT

Whether among the Core Worlds, on the Outer Rim, or beyond, somewhere in the vast galaxy, a battle is always taking place. The pursuit of peace is an eternal struggle for some, while for others, the war simply never ends. There is always something to fight for, a wrong to right, or a friend to save. Warriors fight for themselves, for others, or for what they believe in. Those willing and able to fight can always find a battle to join.

Jedi were once guardians of peace and justice in the galaxy, and the Warriors among them were instrumental in maintaining that peace as well as in administering that justice. Since the fall of the Jedi, the rise of the Empire's oppression, and the inception of the Rebellion, more and more people have found a cause to fight for. Still, Force-gifted combatants are

a rarity. Those special few often feel compelled to live and fight covertly. Unlike the stormtroopers of the Empire and the fighters of mercenary companies, many Force-sensitive Warriors fight alone, unable to join an organized military for fear of discovery.

However, Force-sensitive Warriors face many challenges, and those who do fight among comrades have an advantage. A Warrior can benefit greatly from the companionship and support of others—in any fight, there is strength in numbers. Having a teacher is an even rarer advantage, particularly since many Force sensitives are left to learn through trial and error. Even Force-sensitive Warriors with close allies must master their gifts through battlefield experience. For such Warriors, war is a crucible.

WARRIOR BACKGROUNDS

In a turbulent galaxy, there are Warriors of all kinds. Skills, intentions, and moral codes are all influenced, if not determined, by individual Warriors' backgrounds. How Warriors were first driven to fight and where they trained and practiced make them what they are, defining their fighting style, their strengths and weaknesses, and likely their fate. These backgrounds vary extensively; any two Warriors may share nothing more than a determination to fight and sensitivity to the Force.

Force sensitivity grants a certain advantage, but since it also presents serious difficulties, the way Warriors become aware of it is important. Whether Warriors received training in a military or more personal setting, or simply had to muddle through alone, the way they learned to fight affects not only their aptitude, but also their ability to resist the temptations of the dark side of the Force.

AVENGER

When characters grow up surrounded by injustice and inequality—a common occurrence in a galaxy torn apart by conflict—there are many situations that might set them on the path of vengeance. Warriors may have lost someone close, witnessed a terrible tragedy, or been victimized due to rumors of Force sensitivity. Whatever sets characters on this path, they must never give in to the anger that first prompted their choice to fight. Warriors who remain focused on righting wrongs can be powerful agents for good.

A character who quickly learns that the threat of vengeance and appearance of power can intimidate foes is an effective **Aggressor**. Whether this character has actively sought vengeance for a singular event or a variety of causes, this reputation prevents some wrongs from happening in the first place. The thought of an Aggressor's retribution strikes fear into the hearts of wrongdoers.

A **Colossus** who seeks to avenge wrongs might have undergone some hardship or battle to become such a resilient combatant. The ability to take punishment is born from pain, so this character may be a victim who survived to take vengeance on those responsible. Such a Colossus may appear unruffled no matter what challenges arise, but has merely learned to delay any emotional reaction—awaiting the opportunity for vengeance.

A **Juyo Berserker** is a likely candidate for the avenger background, since the Juyo fighting style focuses the sort of aggression that vengeance often inspires. This character may have an unresolved personal vendetta that fuels the anger they channel as part of this art. The Juyo Berserker may have even turned to this style specifically in order to seek personal vengeance. Once this goal is accomplished, they are well equipped to perform similar services for others, and a Juyo Berserker might channel their anger for good.

A **Shii-Cho Knight** is the Warrior most likely to follow the old Jedi codes and eschew vengeance. However, those trained in ancient arts and philosophies are not immune to tragedy. This character may have lost a master who spoke against vengeance, now finding the philosophy difficult to follow in the face of reality. Possibly conflicted, this Shii-Cho Knight tries to justify avenging those struck down unjustly, seeking more than merely personal vengeance.

The airless vacuum of space is perilous, and tragedy may occur there through accident or design. The **Starfighter Ace** who acts as an avenger does not necessarily have to face the moral implications of vengeance on the personal level that other Warriors often do. For this character, vengeance might mean taking down enemy ships like the ones that destroyed a pilot, ship, or station the character once lost. Alternatively, this character might simply carry the pain of loss and vent this anger from behind the controls of a starfighter.

A **Steel Hand Adept** becomes a better avenger with every skill learned and movement practiced. Having no need for weapons, this character is easily able to take vengeance when and where the opportunity arises. The Steel Hand Adept has developed careful control of their body and mind, but this need for control may stem from a point in the past when control was lost and their need for vengeance overrode all else. Although this character seeks vengeance, it is with a mind unclouded by the emotion that can affect other Warriors on this path.

CRUSADER

These Warriors may have encountered someone who chose them to champion a cause. Initially, such Warriors might have been reluctant and needed persuading, or perhaps they have always felt compelled to stand up for a just cause. Whatever hardships these characters have witnessed, they have only hardened their resolve to fight for change and make the galaxy a better place. These Warriors like to take personal responsibility and to incite others to do the same. They are natural leaders, activists, and moralists who rouse the masses and encourage them to take a stand against tyranny. Depending on these characters' morals, their crusade might be anything from forcing corrupt merchants to offer fair prices to struggling locals, to overthrowing an unjust regime, to reclaiming some stolen relic of Jedi heritage. Crusaders do not accept defeat, and they take up arms against those who refuse to settle issues peacefully.

An **Aggressor** goes straight to the top, with the intention of coercing those in power to make changes. Whether dealing with a cheating merchant or a corrupt company, this Aggressor fights hard for change using whatever means necessary. A large following of like-minded characters helps, and the Aggressor's reputation may assist them in amassing such a following; however, the lack of such support does not hold the Aggressor back.

A **Colossus** on a crusade can seem unstoppable. Driven by a just cause, or one perceived to be just, this character has remarkable resilience. The Colossus accepts setbacks, and just keeps trying until they achieve their goal. Aware that not everyone can fight like a Warrior or take punishment like a Colossus, this character is likely to champion the causes of the weak and helpless—miners who face physical danger, overworked slaves, conscripted youths, or other oppressed beings.

A naturally passionate character, the **Juyo Berserker** treats any task as a personal crusade. This character may have learned martial techniques with the intention of using them for change, channeling anger back toward whatever caused it in the first place. Taking on a particular cause helps this character to focus. However, a Juyo Berserker who commits too fully to a cause risks succumbing to that passion and the temptations of the dark side of the Force.

Sometimes a **Shii-Cho Knight** might interpret stories of Jedi in such a way that the character considers taking up causes and fighting for change integral to the Jedi path. Jedi once policed the galaxy, and this character wishes to carry on their good work. This Shii-Cho Knight seeks out the sort of injustices Jedi once fought against, freeing slaves, rescuing innocent prisoners, and liberating whole planets if possible.

A **Starfighter Ace** is well suited to take up the cause of the Rebellion. Many battles against the Empire occur in space, and a Starfighter Ace is uniquely capable of excelling in this most demanding arena. If this character considers rebelling against the Empire a just cause, then assisting oppressed citizens, destroying blockades, and encouraging planets to fight against the regime are all worthy undertakings.



A **Steel Hand Adept** is well equipped to defend any followers, and can appear to be defenseless, inspiring trust when advocating peaceful solutions. The ability to fight without weapons means this character is never as helpless as they might seem. At meetings and gatherings where weapons are not permitted, the Steel Hand Adept can argue for change while being well-prepared to fight back and defend others if things turn ugly.

MERCENARY

Sometimes being a Warrior is not a calling or a necessity, but simply a way of making a living. Learning to fight provides not only personal protection, but also the potential to earn credits. Warriors with a mercenary background may have served as bodyguards or debt collectors, fought in competitions to entertain spectators, or worked as part of a crime lord's personal army. A particular opportunity or gap in the market might have once determined these Warriors' identities, but it may also have exposed them to something that encouraged them to rethink their situation and search for new employment. Warriors contracted to do something so monstrous it opens their eyes might abandon a contract unfulfilled, hoping to start a new life on their own terms. Such a Warrior might join a group of smugglers or Rebels, given an appropriate incentive. Not the most trustworthy of characters, mercenary Warriors still make invaluable members of any team.

A Warrior with the mercenary background relies heavily on aggression and is quick to fight, even for an **Aggressor**. With a turbulent past that nurtured a "shoot first, talk later" attitude, this character must work extra hard to avoid becoming a slave to anger.

A **Colossus** makes for an effective bodyguard or long-lasting prizefighter. Being used to situations where damage is unavoidable, this character may prefer to take the fight to someone else for a change, and they deliberately seek missions likely to involve some combat.

A **Juyo Berserker** who fights for credits has learned to channel anger, bringing it to bear in situations when anger does not come naturally to the character. This requires a high level of control and is a good start to the training of a Force-sensitive Warrior.

It might seem against the principles of a **Shii-Cho Knight**, but if fighting for credits enables the character to survive to do great things, then getting paid is a necessary evil. Everyone has to eat, weapons cost money, and even a Force user must admit that credits are a form of power in the galaxy, however distasteful that may seem. This Shii-Cho Knight may be careful where the credits come from, but they are realistic about the necessity of payment.

There's always work for a good pilot, and a **Starfighter Ace** is one of the best. This character is willing to fly and fight for credits, but that doesn't mean the character does not enjoy those things for their own sake, too. This character likely puts credits straight back into the ship that helped earn them, funding repairs and improvements to the vessel.

A **Steel Hand Adept** might be trained for a specific role, but having acquired an Adept's skills, the character might

seek the freedom that credits bring. This Steel Hand Adept could make good money as an assassin or other covert fighter, depending on the character's personal morals.

MILITARY

Military groups create effective Warriors. Characters with a military background are likely to be highly skilled and disciplined, having trained with an organized planetary militia or in the army of the Empire itself. Warriors who have left the military may have gone into hiding because of emerging Force abilities, or they may have simply lost the stomach for the Empire's domination; either way, they retain all the skills and knowledge their training provided. No longer soldiers with colleagues to fight alongside, these characters are lone Warriors who may either harbor bitterness or revel in newfound freedom.

Different military organizations teach different styles and attitudes, but the **Aggressor** has learned how to use violence to inspire fear, and to use the resulting reputation to control difficult situations. An Aggressor may have learned such tactics while in service of the Empire, where the emergence of Force-related skills is particularly dangerous. Alternatively, this Warrior may have simply found the military life too constricting.

Colossus characters with a military background may have begun as one of many expendable soldiers, but by learning to survive, they gained the spirit of a Warrior. The character may have left the military to fight for more personal reasons. Perhaps a Colossus character is the only survivor from a mission gone wrong and, having been left for dead, now feels reborn into a new life.

A **Juyo Berserker** with a military background has learned a degree of emotional control as part of training. However, the specific skills of the Juyo are likely to have originated outside of the organization, or perhaps the character served with a special, elite group of soldiers.

Although there has not been a formal organization of Jedi in a generation, a **Shii-Cho Knight** might hail from a military group that emphasizes melee combat. A Jedi survivor might have spotted the young recruit and offered a new form of training and an alternative path in life, helping the character adapt from vibro weapons to a lightsaber.

Many promising pilots receive training from a military organization, and a **Starfighter Ace** with this background is a Warrior who knows all the military maneuvers and procedures of that organization. Force-sensitive instincts might make this character a better pilot who initially impresses superiors within a militia. However, the fear of discovery could drive this Warrior to set out alone.

The martial techniques learned by a **Steel Hand Adept** suggest training within a more secretive military group, perhaps one formed or influenced by the Followers of Palawa. Since this group traditionally dislikes Jedi, the emergence or discovery of the character's Force sensitivity would have prompted immediate separation from the group. The character might have since come to accept the influence of the Force, or might struggle daily with this truth.

WARRIOR MORALITY

Warriors walk a fine line between maintaining controlled aggression and giving in to negative emotions, and so succumbing to the dark side of the Force. The best Warriors are those who learn to understand the emotions that drive them, so they can channel them and fight effectively for the greater good. A skilled Warrior can successfully harness the incredible power of the Force without abusing that power or letting the mastery of it become all-consuming. The inner struggle of a Warrior is often not whether to fight, but who and how to fight. Players, like Warriors, must recognize the constant danger of crossing the line. A Warrior's Morality in the game reflects their inner struggle with their personal moral code.

Although some Warriors have stricter moral codes than others, all Warriors have a sense of right and wrong. For many Warriors, the galaxy is a violent and unforgiving place, where the strong oppress the weak and evil holds sway, ruling through the might of the Empire. Violence is a means to a peaceful end, and conflict is the required catalyst for change. Warriors with pure and noble aspirations can justify their means. In fact, for many Warriors, to neglect to fight would be to shirk the responsibility that fighting prowess brings. Whether Warriors learned to fight for survival or in the hope of righting wrongs, they must decide when to kill and when to be merciful, what it means to fight honorably, and how far they are willing to go to achieve any noble or ignoble goals they may have.

Living a life of violence and using anger as a tool takes a toll on any character, and Warriors are as likely to succumb to the dark side of the Force as any Force user—and perhaps more so. Some Warriors may grow tired of maintaining the constant struggle for control and give in to the dark side as an easier route to power. Others might have their personal moral code shattered by a single event. Warriors who face an impossible situation and do something that goes against what they believe in, something they had not thought themselves capable of, can find themselves over the edge. Some Warriors might simply come to revel in the violence that fills their life and begin fighting and killing for the pleasure of it, enjoying the use of strength and power. The dark side of the Force preys on emotional weaknesses; whether fear or anger sets Warriors on this path, once they have started down it, they find it difficult to return to the light. To change course, such a Warrior has to face the darkness within, and resist.

Morality assists the GM and the players as they work to shape the struggle between good and evil that takes place within every disciple of the Force. It also helps to differentiate each character's unique struggle, for no two beings perceive the universe in exactly the same way, or undergo precisely the same tests of faith or prowess.

As the fighting styles of Warriors vary wildly, so too does an individual's perception of right and wrong. An Aggressor might justify the brutality of one fight because it makes another fight avoidable, or a Steel Hand Adept might be willing to take down an unsuspecting, unarmed opponent if it means saving the lives of others. A Warrior committed to living up to the heritage of a Shii-Cho Knight likely has a stricter moral code than a Colossus who craves a worthy opponent to demonstrate their fighting prowess, though both are ready to fight for a cause. These characters each have their own perception of what is right and what is wrong and judge themselves accordingly.

The Moralities of other PCs in a group may conflict with a Warrior's code. Characters who value peaceful solutions might disapprove of the violence displayed by a Juyo Berserker, not realizing the careful focus that directs the Berserker's aggression. Though it might not always be obvious to other characters, some Warriors do follow Jedi ideals, or a personal interpretation of them. Warriors may use the Force to attack as well as defend, but a Warrior still makes difficult decisions, struggling to remain on the light side of the Force. The personal Morality of each Warrior illustrates this struggle, making it an integral part of the game and adding depth to the character.

Players may replace Table 2–1: **Morality** on page 50 of the **FORCE AND DESTINY** Core Rulebook with Table 1–1: **Warrior Moralities** on page 16. Players may choose to roll randomly on the table or select a Morality based on a background, core philosophy, or desired character arc. Each character starts play with a Morality value, as described on page 49 of the **FORCE AND DESTINY** Core Rulebook.



TABLE 1-1: WARRIOR MORALITIES

d100	Emotional Strength	Emotional Weakness
01-08	Bravery: The character may face the possibility of death and defeat, but fights on regardless, and shows no fear.	Recklessness: The character is too sure of success and is heedless of personal or others' safety, rushing headfirst into danger and taking risks that might jeopardize a mission.
09-16	Confidence: The character believes in their own abilities, knowing exactly what is possible on a personal level, and refuses to be intimidated. This character also places faith in trusted friends.	Arrogance: The character believes in their own superiority, and so underestimates foes and friends alike. Prone to forgetting personal flaws, this character makes mistakes, failing to consider the possibility of failure.
17-24	Dedication: The character remains focused on current duties, training, or the job at hand. Possibly loyal to a cause or creed, the character is willing to sacrifice their life itself for those beliefs, if that is necessary.	Obsession: The character has a tendency to focus on one thing to the exclusion of all else and fails to see the bigger picture. The character has no regard for personal safety and neglects the safety of others.
25-32	Camaraderie: The character works well as part of a team whether leading or following, remaining loyal to comrades no matter what. The character is quick to recognize the strengths and weaknesses of others and works to ensure the group stays together and functions effectively.	Conformity: When working with others, this character has a tendency to value the group above all else, seeing the opinions of outsiders as less important. The character also forgets to trust personal instincts, preferring to fit in with the group rather than voice a differing opinion.
33-40	Conviction: The character makes quick decisions and sees them through without hesitating. Believing in personal action and the ability to achieve one's goals, this character never gives up on a task.	Obstinacy: Once this character has become determined about something or formed an opinion, no one can dissuade or reason with them. This character believes that to change one's mind or one's cause is to show weakness, even if a situation has altered or become hopeless.
41-48	Honor: The character has a personal moral code, and never crosses the line it delineates. Others learn to respect the character's principles, but for this character, it is personal honor that matters, not what others think.	Vanity: The character is more concerned with appearing to do the right thing than ensuring an outcome that benefits everyone. Believing themselves to be a hero, the character wants to prove this to others and to receive praise for these efforts.
49-56	Justice: The character feels responsible for punishing the wicked and saving, or avenging, the good. This character likes to work on the right side of local laws, where possible.	Judging: Believing they have a right to pass judgement on others, this character expects their personal morals and rules to apply wherever they go. Refusing to show mercy to those who have not shown mercy to others, whatever the circumstances, the character makes them pay.
57-64	Consideration: The character does not act before being sure of all the facts or assessing an opponent's strengths and weaknesses. This character always considers the consequences of personal actions.	Hesitancy: The character is inclined to be too careful, overthinking and second-guessing even when immediate action is called for.
65-72	Sympathy: The character genuinely feels for others, sharing their pain and so acting to reduce it, showing mercy and compassion.	Desperation: The character cares so much for the plights of others that emotions cloud the character's mind. When surrounded by suffering, the character forgets to stay alert, loses the will to act, or behaves impulsively.
73-80	Discipline: The character has extraordinary self-control and focus, and sets a good example to others. This character's skills and reflexes are sharp from constant training and practice.	Repression: The character considers relaxation and leisure activities superfluous or harmful and expects everyone to be just as disciplined. They look down on those who do not likewise work ceaselessly to better themselves and fight for change.
81-88	Caution: The character is willing to face danger but is realistic about the outcome, avoiding fights that are unlikely to end well or that might put bystanders in danger.	Fear: Having seen too many battles and too much bloodshed, the character is painfully aware of the possibility of failure, defeat, or death. This can make the character slow to act, or even unwilling to act at all.
89-96	Idealism: The character believes the galaxy is fundamentally good, and fights to keep it so. This character knows that even partial successes and minor victories help to make the galaxy a better place for all.	Naivety: The character has a vision of what the galaxy and its inhabitants should be like and sometimes sees according to wish rather than reality. They are too trusting.
97-00	Roll twice on this chart. The PC has multiple emotional strengths and weaknesses.	



Dowutin



Mikkian



Phydolon

NEW SPECIES

Warriors can hail from any species, particularly since mastery of the Force can more than make up for any relative lack of strength or stamina. The Jedi Master Yoda's diminutive stature often led opponents to underestimate his prowess in battle. Still, some species are particularly suited for the life of a Warrior due to physique, temperament, cultural tradition, or some combination of such factors.

The species presented here are all naturally suited to the Warrior career, although of course they can also succeed in any path. Dowutins are brash, arrogant, and immensely strong. These traits lend themselves particularly well to the Aggressor, Colossus, and Steel Hand Adept specializations. Mikkians hail from a warrior and spiritual culture, which prepares them for the study of the Force and its applications in battle. Finally, the Phydolons are a paired symbiotic species; both physically robust and possessed of unique spiritual insights, they can bring a balance between mental discipline and physical endurance to any specialization.

Just as a member of any species can succeed as a Warrior, the species presented here are likewise free to pursue any path. Although hulking Dowutins are obvious candidates for combat-focused specializations, they could just as readily put their bulk to use defending others as Guardians. Looking a bit further afield, a solitary Dowutin is actually a very natural fit for a Seeker career. Of course, **FORCE AND DESTINY** characters evolve during the course of a campaign, and players can represent such changes by adding specializations outside their initial career, including those introduced beginning on page 23.

The variety of species options open to players suggests many possibilities for character backgrounds and stories outside those of the "typical" **FORCE AND DESTINY** character. Dowutins away from their homeworld tend toward solitary lives and seldom work well with others, which can make for interesting roleplaying opportunities. As with all elements of a character's background, players and GMs should look at a PC's species in terms of what it can bring to a unique and entertaining character.

DOWUTIN GROWTH

Although their expansion slows somewhat in their later life, Dowutins never stop growing. The largest recorded Dowutin stood almost four meters tall and weighed over two metric tons. It is entirely possible that even larger Dowutins have existed on their homeworld, unseen by the wider galaxy. The Dowutins themselves do not seem to have an interest in maintaining records of such facts. Strong Dowutins prosper in their time, and their size is irrelevant to future generations.

Elder Dowutins are immensely strong and tough. Some beings claim that the hide of a mature Dowutin compares favorably to laminate armor when it comes to defensive capability.

For reasons that are not entirely clear, Dowutins almost invariably return to Dowut in their later years. In part, this may be a simple matter of practicality: most space stations, ships, and even cities simply are not designed for occupants of such immensity. However, some outsiders theorize that an instinctive, unspoken desire for their homeworld grips Dowutins more strongly as they age.

DOWUTIN

The Dowutins are a long-lived species of muscle-bound humanoids. So extensive are their life spans, in fact, it is said that no Dowutin has ever died of old age, instead falling in battle or succumbing to the many perils of Dowut. Whether this is true or a myth perpetuated by Dowutin boasting is difficult to say. It is certain, however, that Dowutins are among the strongest and toughest sentients in the galaxy. For these reasons, they are highly sought as soldiers, mercenaries, and bodyguards. However, Dowutin arrogance is often just as immense, and few condescend to serve what they perceive as weaker beings.

Alongside their incredible longevity, Dowutins possess a complementary trait even rarer among sentients: they never stop growing. By the time Dowutins are old enough to fend for themselves, they rival the most robust specimens of many species. During their second decade, typical Dowutins can rival most Wookiees in stature and fortitude. A Dowutin in its fifth century is a tower of muscle and horn weighing as much as a metric ton.

Dowutins prize physical strength and vigor, but in a very different way than most sentient species. For a Dowutin, strength and even combat training are not matters of pride, but matters of pragmatism; on Dowut, those with strength and skill get the resources and respect they are due. Many Dowutins who leave their homeworld are surprised and confused by the criteria the rest of the galaxy uses to assign authority, political power, and leadership positions. More than one Dowutin has had difficulty adapting and found themselves in deep trouble for it.

Most Dowutins are solitary by choice, although this does not stop a Dowutin from joining forces with others when expedient. Rare, however, are Dowutins who stoop to taking orders from beings smaller or weaker than themselves. Many sentients who find themselves working with Dowutins learn to frame directives as suggestions or even questions, even when they are technically or practically in a position to issue orders or guidance. In some cases, others find it necessary to leave Dowutins under the impression they are in charge, if for no other reason than to keep operations running smoothly.

Dowutins have a reputation for being unfriendly, even irritable. Although deserved, this too stems from the species' unusual perspective. Dowutins are as direct in their speech as in any other undertaking, and most have no qualms against speaking the truth as they see it, no matter how harsh it might be. A typical Dowutin simply does not see the point in mincing words. Obfuscation and deception, even to avoid giving offense, complicate matters and cause problems. Many who interact with Dowutins also assume the species incapable of humor. Although this is not strictly true, Dowutins rarely suffer fools. The sorts of misunderstandings, mishaps, ironies, and even quips that others might find amusing, a typical Dowutin sees only as annoying.

Physiology: Dowutins are large and muscular, with tough, leathery hides ranging from yellow to deep brown. Although humanoid in form, Dowutins have as much in common with banthas and dewbacks as with any human or near-human species. Vestigial tusks, although ineffective as weapons, are a reminder of the Dowutins' ancestors, omnivorous herd beasts that roamed the frigid plains of Dowut. These tusks helped the creatures to forage for roots, insects, and hibernating feeks. Dowutins are more sophisticated in their diets, and many put their great strength and stamina to use as hunters, rather than as foragers.

Dowutins' fingers end in thick, tough spikes—the word “claw” hardly does them justice—made of the same bony material as their tusks. Although problematic for delicate manual tasks, these talons provide an effective means of self-defense and even augment the Dowutins' considerable strength, whether for prying apart bulkhead doors or dismantling a troublesome droid bare-handed.

In support of their immense frames and continuing development, Dowutins have exceptional appetites, consuming as much as half their body weight in a day. For Dowutins abroad in the galaxy, obtaining adequate food can pose a challenge—for themselves and for cantinas, tapcafs, and other nearby food vendors.

Society: The omnivorous ancestors of the Dowutins lived in migratory herds, traversing the frozen plains of Dowut in search of the considerable sustenance required for such large beasts. Despite their origins, Dowutins have evolved as primarily solitary beings. They have little use for family bonds, and are left to fend for themselves on their own at a young age. Juveniles must learn to survive and hunt in the harsh climate of Dowut or perish.

Similarly, Dowutins have little use for organized municipalities. Their simple cities exist for convenience alone. Outsiders often view Dowutin civilization as barbaric and primitive, but the Dowutins' pragmatism, straightforward approach, and uncompromising self-reliance have allowed them to thrive with few of the institutions most worlds rely on.

For Dowutins, might makes right. The Dowutin legal system, such as it is, resolves disputes primarily through contests of strength—that is, in those relatively rare cases when the concerned parties do not simply settle matters themselves immediately with a good fist fight. However, while usually quick to ire, Dowutins seldom hold grudges. For the average Dowutin, the concept of revenge serves no purpose. Neither do Dowutins bother with avenging wrongs against members of their extended clan: they believe that wronged parties should be strong enough to take care of themselves.

Dowut's relative anarchy has left its population vulnerable in the era of the Galactic Empire. Due to their physiques and hardiness, Dowutins stand out to many Imperial officials as desirable slaves. The Dowutins' fierce spirits and arrogance, and the very physical qualities for which they are prized, have ensured few successful enslavements. However, their resistance at both individual and cultural levels has resulted in one of the most intensive and oppressive Imperial crackdowns in the galaxy. Traditionally largely independent, Dowut now suffers from an indefinite Imperial blockade. For the most part, the notoriously self-reliant Dowutins are little affected by this arrangement as long as they avoid any personal entanglements with Imperials.

Homeworld: The planet of Dowut lies in the Core, not far from the Unknown Regions. Orbiting at a considerable distance from its ternary star system, Dowut is a frigid, harsh world. Dowutins must be strong and resilient to survive on their planet's windswept tundra. Competition for resources and game is fierce, and Dowutins must be wary of the same ravenous predators that threatened the herds of their ancestors. The vegetation on Dowut is as hardy and practical as the inhabitants. Thorny vines climb up icy cliff faces, and tough scrub claws into the frozen soil. Herds of large beasts not unlike the Dowutins' ancestors traverse the tundra, as gor-cats and packs of nabirs pick off the weakest specimens and those that fall behind.

The Dowutins have generally avoided politics as much as possible. Although Dowut joined the Republic several centuries ago, a Dowutin Senator made an appearance on Coruscant only a handful of times. Even at the height of the Clone Wars, the Dowut seat was vacant the majority of the time.

Language: The Dowuta language consists largely of deep, booming vocalizations with thundering reverberations. It is difficult, if not impossible, for most other species to emulate the sounds required to speak Dowuta, and attempts are among the few things to draw forth a typical Dowutin's sense of humor.

Most Dowutins speak only their native tongue, seeing little need to learn Basic—if a weaker being comes to Dowut to communicate, it is the offworlder's responsibility to find a method of communication. However, Dowutins who travel abroad by choice almost invariably learn Basic. Even a

Dowutin with years of experience speaks Basic with a thunderous bass. Most Dowutins find whispering impossible, and the roar of an angry or excited Dowutin poses a serious threat to the ears of those close by.

Perception of the Force: Raised to depend only on their own strength and resourcefulness, few Dowutins find appealing the concept of an energy field that binds together all living things. Consequently, only a handful of Dowutins were members of the Jedi Order throughout its history. However, there is no evidence that Dowutins are less sensitive to the Force as a species than any other. It is more likely that the majority of Force-sensitive Dowutins simply fail—or refuse—to recognize their ability.

Though few Dowutins ever trained as Jedi, those who did witness the Jedi in battle often developed a great respect for the Jedi's strength. In fact, such encounters preceded the recruitment of the majority of Dowutin Jedi, since only a Dowutin fully convinced of the power and skill of a smaller being would deign to release its offspring into Jedi custody. Dowutins inducted into the order would continue their Padawan training far past the time their kin on Dowut had set out on their own.

Despite the scarcity of Dowutins in the Jedi's history, the species' great strength ensured their success as Warriors, even if some had difficulty with the subtler aspects of lightsaber combat. Any Dowutins seeking to follow the path of the Jedi must take pains, however, to unlearn many of their traditional ways. The Dowutin propensity for violence and arrogance can be a great asset in battle, but taken too far can lead to the dark side of the Force. Even greater susceptibility lies in the traditional Dowutin view of power and authority. A being with such beliefs who taps into the power of the Force is certain to find tempting the limitless strength it can offer. Taken to their extreme, such views bear a troubling resemblance to those of the Sith.

SPECIES ABILITIES

3	1	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 15 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 85 XP
- **Special Abilities:** Dowutins begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.
- **Large:** Dowutins have a silhouette of 1 or 2, chosen at character creation.
- **Immovable:** Dowutins who suffer the immobilized condition, are knocked prone, or are otherwise moved against their will may, as an out-of-turn incidental, suffer 3 strain to avoid the effect. Dowutins who are silhouette 2 suffer only 1 strain to use this ability.

MIKKIAN

Mikkians are a diverse species characterized by a variety of bright skin tones and elaborate crests of head-tendrils. These tendrils are remarkable not only for their appearance, but because they are highly sophisticated and effective sensory organs. Each Mikkian's head-tendrils are unique, and vary greatly in appearance. This has led to many misconceptions among others as to what a "typical" Mikkian looks like.

Mikkians are known for their loyalty and sense of personal honor and accountability. Sentients who work or fight alongside them quickly come to value Mikkian allies. These traits have been particularly valued among military organizations and the old Jedi Order.

Physiology: Mikkians exhibit a variety of bright colors in their skin pigmentation, with various reds and pinks, blues, greens, and yellows being relatively common. Coloration varies greatly even among closely related Mikkians, and more often than not, siblings or parents and children are completely different colors. Mikkians' features are typical of most humanoid species, with the notable exception of a lack of ears and the presence of motile head-tendrils.

Even more distinctive than their skin tones is the seemingly endless variety in Mikkians' head-tendrils. No two sets are identical; they vary in both number and form, to the extent that many outsiders are surprised to learn any two Mikkians are of the same species. Head-tendrils range from fanlike crests and tape-like ribbons to cylindrical tentacles and membranous fins. Some taper from a broad base to a thin tip, while others are consistent, and they vary in length from a few centimeters up to nearly a half-meter. The number of tendrils on a Mikkian's head similarly ranges from only a handful to dozens.

HEAD-TENDRILS IN SOCIETY

Given the seemingly limitless variety in their appearance, it is no surprise that Mikkians see their head-tendrils as an important sign of their individuality. Many further distinguish themselves with a personal look, and it is common for Mikkians to apply pigment or makeup to their tendrils. Headwear and jewelry are also popular, from rings and circlets to tiaras and delicate chains. Like the cosmetic choices of many species, the colors and application often hold a degree of cultural significance, even though the final result is one of personal expression.

Mikkia's mystic traditions emphasize destiny and fate. Although most Mikkians today consider such beliefs antiquated superstition, tradition holds that an individual's head-tendrils predict much about their future. Tendril-reading has been a large part of Mikkian religious training for countless thousands of years. The discipline is incredibly complex, with every facet of the tendrils, from length to taper to shape and number, contributing to the meaning.

Regardless of their appearance, all Mikkians' head-tendrils are motile. The exact nature of the movement varies with the form of the tendrils but is usually fluid and nearly constant. Tendril movement is largely involuntary, and primarily a function of the tendrils' sensory capabilities. However, some Mikkians learn to exert a degree of control. The motions of tendrils can broadcast clues to a Mikkian's emotional state in much the same way as facial expressions and other body language, although only fellow Mikkians or outsiders who are very familiar with the species would be able to identify these tells.

Mikkians' head-tendrils serve an important function beyond the superficial. Despite their endless variety, all head-tendrils contain elaborate networks of sensitive nerves, which constantly gather information through a variety of means. Most importantly, the tendrils detect vibrations, particularly sound waves, and so allow Mikkians to hear in much the same fashion as do other species' ears. In fact, Mikkian head-tendrils are vastly more sophisticated than the auditory organs of most humanoid species and additionally detect such information as humidity, temperature, magnetic direction, and more with an impressive degree of accuracy. Mikkian head-tendrils even detect radiation to the extent that they can "see" light and dark, although Mikkians' eyes remain their primary visual sense organs.

Society: Mikkian culture prizes integrity and kinship. To most Mikkians, loyalty to family and comrades is the highest value, though their sense of honor encompasses much more. Mikkians respect honesty, and generally resort to duplicity only in the most extreme situations. Mikkian forthrightness can come across to other sentients as blunt or even rude, while Mikkians sometimes have a hard time adjusting to the more flexible views of other species.

The Mikkian code of honor applies to all things, but particularly matters of warfare. After all, in nothing else are the consequences so severe. Mikkian culture respects warrior traditions, but values discipline and honor over physical power or even victory. This, along with Mikkia's strong spiritual tradition, explains why Mikkian society always had a highly favorable opinion of the Jedi Order. For a child to join the Jedi was among the greatest of accomplishments, and brought considerable honor and esteem to an entire family.

Homeworld: Mikkia is a verdant world located in the Expansion Region. Their homeworld is as diverse as the Mikkians themselves, with an astoundingly wide range of biospheres and climes. Mikkia is home to both icy poles and sweltering equatorial jungles, to deep oceans and arid deserts, to towering mountain ranges and vast plains. Some scholars even theorize that this environmental variety might have contributed to the physical variance among Mikkians.

Mikkia was a part of the Republic for thousands of years, and still held a seat in the Galactic Senate at its dissolution. Since the rise of the Empire, Mikkia's role on the galactic stage has suffered. The destruction of the Jedi Order contributed to a high level of anti-Imperial sentiment on the planet. The resulting increase in Imperial scrutiny has only fostered further resentment, and Mikkians' tendency to speak truthfully on matters of great concern has led to many tragic outcomes.


Language: The Mikkian language is a melodic, flowing tongue characterized by soft sounds and subtle intonations. Mikkian words tend to flow one into another, and for non-speakers, it can be difficult to tell where one word ends and another begins. Most Mikkians take pride in the beauty of their spoken language but have no qualms about learning and using Basic to communicate with others. Distinct dialects of Mikkian from the ancient past persist even today, and on rare occasions lead to communication difficulties or awkward misunderstandings between Mikkians of different regions and families.

Perception of the Force: There exists a long history of the Force on Mikkia. Belief in the Force plays an important part in Mikkian religious traditions, and Force sensitives have often found a place in the priesthood, even during the time of the Jedi. Since the rise of the Empire, Mikkian spirituality has been a source of some trouble for the species, particularly since Mikkians are largely unwilling to hide or alter their beliefs to placate Imperial observers.

A positive view of the Jedi persists on Mikkia. Mikkians continue to honor the memory of ancestors and family who joined the Jedi. Lingering questions about the destruction of the order and the Empire's attempts to erase its legacy contribute to the strong anti-Imperial attitudes that prevail among Mikkians. Two decades of Imperial propaganda can scarcely sweep away millennia of cultural memory.

SPECIES ABILITIES

1	2	2	2	3	2
BRAWN	ABILITY	INTELLECT	CLUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Mikkians begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during character creation.
- **Sensory Tendrils:** Mikkians add  to all Perception checks they make.

PHYDOLON

Only newly introduced to the galactic stage, their world having recently been discovered by galactic explorers, the Phydolons are an enigmatic species whose provincial ways seem quaint and even naive to the more jaded travelers they meet. Yet, the simplicity that many perceive as ignorance belies an ageless wisdom and deep well of spirituality that has now awakened to the wider galaxy.

Physiology: The Phydolons are a paired symbiotic species, composed of the mammalian Agarans and fungal rhizome Orucytes. They are inseparable, as the species have coevolved for millions of years. Fungal tissues exist throughout the entire body of each Phydolon, forming membranes and threads laced through the flesh and organs, even the brain. These threads perform vital functions within the

PHYDOLONS ABROAD

Only rarely does a Phydolon choose to leave the collective of the species' homeworld. Distance from the Mydasos rhizome causes the Orucyte symbiont to feel muted and isolated, which inevitably promotes similar feelings for the Agaran. Such separation from the Orucyte's rhizomatic connection is disorienting in the extreme, and most Phydolons who leave must go through a difficult adjustment period. Those who have spent too much time away from their kind may exhibit neurotic behavior.

Now that members of their species have experienced their first footsteps into the wider galaxy, it is becoming clear that those Phydolons with a connection to the Force are better able to cope with separation from their own kind for extended periods of time. Some speculate that this is due to their sense of oneness with something larger than themselves, in the Force.

tissues of the Orucyte's symbiotic partner. The Agaran acts as the "host," providing the locomotion for the pair. Beyond that, both beings are in total unison.

Phydolons are bipedal humanoids with long, gangly limbs, knobbed joints, and hands with an opposable thumb and three long fingers tipped with hard, almost bark-like nails. Their heads are broad and sloping, and their eyes are large, lidless orbs with a central pupil, white iris, and dark-colored sclera veined through with white fungal threads. The average Phydolon stands roughly two meters tall and weighs significantly less than a human of comparable height.

Society: Little is known about either species prior to their coevolution, but a few details can be surmised. Many a galactic biologist has theorized that without the unique symbiosis of the Agarans and Orucytes, neither species would have ever achieved self-awareness. Spores similar to those of the Orucytes are found throughout the soil and lowland atmosphere of Mydasos, though in no other example have they reached the genetic complexity of their sapient kin. Likewise, mammalian predecessor-species exist across the continents of Mydasos, yet the Agarans are the only mammals that have achieved sentience, spiritual enlightenment, and culture.

Both the Agarans and the Orucytes have their own consciousness, but due to the neural integration of the fungal threads within the brain tissue, a Phydolon's mind is both a pair of individuals and a blended whole. In this way, a single Phydolon is both two minds and one. Indeed, due to the rhizomatic nature of the Orucytes, Phydolons share a limited sort of intraspecies gestalt consciousness. The fungal rhizome is millions of years old, and through it, Phydolons are born with a legacy of genetic memory. Individuals are not part of a hive mind, nor do they share the thoughts, opinions, or knowledge of either their contemporaries or ancestors. Instead, the gestalt consciousness manifests as a heightened instinct, a powerful sense of belonging and community, and a feeling of being part of something greater than themselves.

Such a mindset is fertile ground for a deeply spiritual society. Given their relative isolation from the wider galaxy and penchant for contemplation, the Phydolons live a highly communal, nearly monastic life. In close-knit communities spread across Mydasos, each individual acts and provides according to that being's capability and personal drives, yet all is done with an underlying concern for the whole, without the need for structured government or enforced social order. The Phydolons are led by wise and charismatic leaders who rise to power not through any formal election or ordainment, but by the gestalt will of the community.

Homeworld: Mydasos, the homeworld of the Phydolons and the only planet to boast a native population of the species, is a nearly undiscovered backwater world between the Corellian Trade Spine and the Hydian Way, nestled comfortably in the largely unexplored Dalicron sector. The only life-bearing planet orbiting its star, Mydasos went utterly unnoticed by interstellar exploration until relatively recently. What the first explorers found was a world teeming with life, a primordial landscape midway through the slow evolutionary march from boggy marshland to continent-spanning forest. Dozens of small, shallow seas dot the globe, the majority of the planet's liquid water saturating the soil of the largely unbroken landmasses. Craggy mountains

erupt from the dense primeval forests, their roots resting in the shallow swamps.

Both flora and fauna thrive on Mydasos. Its land and shallow oceans are home to a staggering number of species, given the limited number of distinct climates and biomes that stretch around the planet's equatorial and temperate zones.

The enclaves of the Phydolons are scattered across the surface of Mydasos, and their structure and architecture take two primary forms. In the lowland marshes, towering trees are connected by wooden platforms and pathways suspended just

above the wet ground. Hide canopies are hung from wooden poles to provide shelter from the elements, but walls and doors are all but unheard of. Privacy is a concept foreign to the Phydolons. In the mountainous highlands, cliffsides serve as the foundations for similar platforms and pathways, hung by long, root-tendrils anchored to the raw stone. In those chilly heights, walls and enclosures are more common, to protect against the buffeting winds and frequent storms.

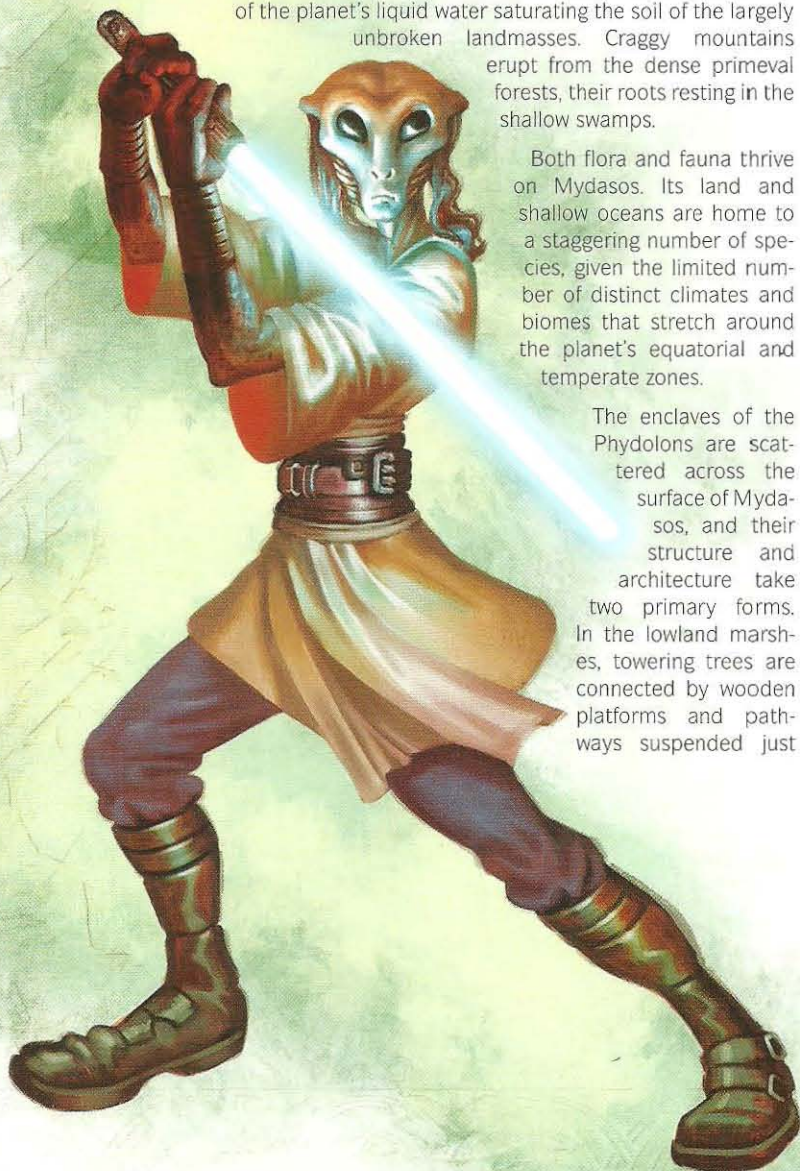
Language: Of course, all sentient life forms eventually develop the capacity to communicate among themselves, and the Phydolons are no different, though many offworlders consider their natural language to be primitive and underdeveloped. Few outside the ranks of learned xenanthropologists realize that when Phydolons are in close proximity, they are able to directly convey emotional meaning more accurately than most sentient species. It is for this reason that the Phydolons' verbal language need not possess the complexity others do. Among the Phydolons, a few simple words and a wave of empathic context is as complex and evocative as any exchange in Basic. Unfortunately, this transmitted empathy does not extend to sentients outside their species, who lack any connection to the Orucytes' rhizome. Phydolons are, however, able to learn and speak other species' languages, though they find them needlessly complex.

Perception of the Force: Due to the unique nature of their symbiotic society, the Phydolons find the notion of the Living Force familiar and welcome. Their existence is fundamentally defined by interconnectivity with others, much as the Force flows through and connects all things. In the ages prior to their discovery by galactic explorers, those Phydolons who possessed a sensitivity to the Force were known as visionaries whose consciousness extended beyond their enclave, beyond even their homeworld. As such, most Force-sensitive Phydolons see the Force as something that binds the universe together, not something to be exploited for personal gain or power.

SPECIES ABILITIES

2	2	2	2	3	1
BRAWN	ABILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Phydolons begin the game with one rank in Cool or Discipline. They still may not train Cool or Discipline above rank 2 during character creation.
- **Symbiotic Resilience:** When recovering wounds naturally, Phydolons heal 1 extra wound per full night's rest. In addition, a Phydolon may attempt to recover naturally from one Critical Injury after a full night's rest, instead of after a full week. (See page 226 of the **FORCE AND DESTINY** Core Rulebook.)
- **Symbiont Isolation:** If no other Phydolons are present when a Phydolon recovers strain at the end of an encounter, they recover 1 less strain to a minimum of 1.



NEW SPECIALIZATIONS

KNIGHTS OF FATE introduces three new specializations for the Warrior career: the Colossus, Juyo Berserker, and Steel Hand Adept. These specializations are available to players creating new Warrior characters or advancing an existing Aggressor, Shii-Cho Knight, or Starfighter Ace. Additionally, as with all specializations, players can add these specializations to advanced characters of other careers. Combat is inevitable for most **FORCE AND DESTINY** characters, and the addition of a Warrior specialization can represent a character's growing proficiency in battle, whether by choice or necessity. The addition of one of the new specializations in this book not only opens up new options for a character's further advancement and new abilities to overcome opponents and other challenges, but represents a new chapter in the character's personal story.

The Warrior's six career skills are **Athletics, Brawl, Cool, Melee, Perception, and Survival**. Characters with this career automatically gain a rank in three of these skills without spending experience and gain a discount when purchasing any of these skills with experience points. **Warriors begin the game with a Force Rating of 1.**

In addition to a unique talent tree, each specialization includes its own list of bonus career skills. This can allow a player to select a skill twice at character creation, granting the character two ranks in that skill. However, a character cannot begin play with more than two ranks in any skill, even if a species or other character option presents a third opportunity to select that skill.

OBTAINING NEW SPECIALIZATIONS

Acquiring a new specialization can be a great opportunity for roleplaying as a character develops and grows throughout a campaign. Rather than a simple matter of spending XP, attaining a new specialization should reflect the character's evolving situation, goals, and motivations. Sometimes, rising to a new challenge can be more rewarding than consciously tailoring a character's development to an existing plan.

If a player finds their character attempting actions outside their current limitations, they may decide that obtaining a new specialization could reflect this character growth. By spending the XP on a new specialization, the player formalizes the exploration of a new facet of their character. The acquisition of an additional specialization can be seen as a turning point in a character's life, whether the character is embracing some new role, expanding focus and commitment within the campaign, or consciously deciding to step beyond the character's comfort zone within the developing narrative.

While a character could attempt to learn these new skills in any number of ways, from reading datapads to watching training holovids, a far more interesting and dynamic way is to find a suitably experienced trainer. The search for such a master, and their intense training regimen, can easily become an interesting and engaging part of the narrative.

However, if players do not wish to explore this route, or if time or inclination pushes the group down a different path during play sessions, the acquisition of new specializations can easily be assumed to have happened during interludes between sessions. Even if the players decide to handle obtaining new specializations this way, they should still fill in some of the details of the training. Knowing how a character gained the physical mastery of a Steel Hand Adept, rather than just making a note on the character sheet, reinforces the depth and realism of the campaign and helps to bring the galaxy to life. The knowledge that a character in your party learned their lightsaber technique from a Padawan survivor of the Jedi Purge opens up all sorts of narrative opportunities for future adventures.

TALENTS WITH CONFLICT COSTS

Certain talents give the Player Character who possesses them Conflict at the beginning of each session. The knowledge associated with these talents is dark enough that simply understanding it can tempt a PC to the dark side; see page 51 of the **FORCE AND DESTINY** Core Rulebook for more on Conflict. These talents are delineated with the following symbol in their header:

■ TALENT NAME 

NEW SPECIALIZATION OPTIONS

The **Colossus** is a nearly unstoppable fighter, capable of shrugging off injuries that would incapacitate or kill ordinary sentients. Even before accounting for their Force abilities, Colossi are incredibly resilient, inured to pain through countless battles and hours of hard training. Drawing on the Force to further strengthen their endurance and possessed of the mental fortitude to overcome their bodily limitations, Colossi have formidable defenses that few can hope to overcome.

Juyo Berserkers embrace the forbidden Form VII of lightsaber combat and the intense aggression that accompanies it. These Warriors use their anger as a weapon, fueling frenzied and unpredictable attacks. Few opponents are prepared for the onslaught of a Juyo Berserker, who allows little room for counterattack amid a barrage of blows. Juyo Berserkers draw perilously close to the dark side of the Force each time they draw their weapon in battle, and one who seeks to remain in the light or follow the path of the Jedi must maintain a delicate balance between anger and peace.

Steel Hand Adepts are masters of martial arts and hand-to-hand combat. Augmenting their already impressive skill by drawing on the Force, Steel Hand Adepts are capable of feats impossible for other fighters. By blending mastery of the Force and of unarmed combat, Steel Hand Adepts can strike at foes many meters away, turn aside blades with their bare hands, and even punch through durasteel walls.

COLOSSUS

יִסְדִּי אֶת הַיָּמִים

Most Warriors pride themselves on their ability to overcome pain. A Colossus, however, possesses a toughness far beyond that. While many fighters wear their scars with pride, an experienced Colossus ripples with scar tissue, the evidence of wounds enough to kill a normal combatant a dozen times over. Where other Warriors might seek to end conflicts quickly and decisively, a Colossus possesses the stamina, endurance, and strength of will to fight through inconceivable pain and punishment, outlasting the foe no matter the odds.

INDEFATIGABLE AND INVINCIBLE

Colossus characters receive **Brawl, Discipline, Melee,** and **Resilience**, as additional career skills. If this is the character's starting specialization, the player chooses two of these skills and gains one free rank in each, without spending starting experience. These skills allow Colossi to endure great punishment both mentally and physically, and to ensure that they are prepared for even the most taxing situations and battles.

Knowingly or not, Colossi reflect a number of stoic Force traditions that arose throughout history. Some of these beliefs influenced the Jedi Order, particularly in teachings of the primacy of the mental and spiritual over the physical. By accepting the transience of physical pain, a Warrior can rise above it. Some arrive at such a state of mind independently, perhaps realizing (aided by a robust constitution) that physical pain is passing, and only makes them stronger.

Becoming a true Colossus is rarely a matter of formal training, and there is no single path. Few sentients have the physical endurance or the mental reserves for this approach to combat. Those who do might hone their natural abilities through a number of means, likely never quite the same. Being a Colossus may mean transcending their natural physical limitations through meditation and focus, maintaining an internal calm even in the midst of ferocious battle. Others take the opposite approach, drawing on their pain and the negative emotions it evokes to fuel themselves in combat. This latter method is representative of those who tread closer to the dark side.

Although all who fit the mold of a Colossus share certain traits when it comes to defense and longevity, they can take very different approaches to dishing out damage. There is no particular fighting style that defines a Colossus's approach to attacking. Some might heft a heavy blaster, wading heedlessly through enemy fire to unleash a salvo. Others prefer hefty vibro-axes, swords, or other melee weapons, getting up close to enemies and trading blows, confident in their ability to take punishment and give it back in turn. Regardless of their preferred approach, Colossi are sure to have the strength to overcome an opponent with well-placed strikes should the opportunity arise.

Whether by focusing on suffering or by aspiring to higher ideals, a Colossus achieves a preternatural level of physical hardiness and toughness by drawing on the Force. A hardened Force user possesses reserves of willpower to fight on despite agonizing wounds. More importantly, Colossi can allow the Force to flow through them, using it to achieve impossible feats of endurance. They may be blasted and slashed, but their wounds do not bleed. They walk on broken legs and continue the fight, though it might worsen their injuries. They harness their pain, returning it twice over.



WARRIOR: Colossus

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival
Additional Career Skills: Brawl, Discipline, Melee, Resilience

ACTIVE

PASSIVE



FORCE TALENT

TOUGHENED
Gain +2 wound threshold.
COST 5

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable, to a minimum of 1.
COST 5

HARD HEADED
When staggered or disoriented, perform the Hard Headed action; make a **Daunting (◆◆◆◆) Discipline** check to remove status. Difficulty reduced per rank of Hard Headed.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 10

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable, to a minimum of 1.
COST 10

HARD HEADED
When staggered or disoriented, perform the Hard Headed action; make a **Daunting (◆◆◆◆) Discipline** check to remove condition. Reduce difficulty by one per rank of Hard Headed.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

TOUGHENED
Gain +2 wound threshold.
COST 15

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable, to a minimum of 1.
COST 15

HEADBUTT
Perform Headbutt incidental, suffering 2 wounds to knock down and disorient enemy.
COST 15

ENDURING
Gain +1 soak value.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 20

UNSTOPPABLE
If a Critical Injury roll is 1 or reduced to 1, do not receive the critical injury.
COST 20

IMPROVED HARD HEADED
When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.
COST 20

INDOMITABLE WILL
Once per encounter as a maneuver, suffer 3 strain to commit ○ up to Force rating and reduce all damage suffered by an equal amount, but suffer 1 strain each turn.
COST 20

IMPROVED TOUGHENED
Once per session, may heal wounds equal to ranks in Toughened.
COST 25

HEROIC FORTITUDE
May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

POWER FROM PAIN
Once per session as an incidental, may spend 1 Destiny Point to gain +1 Force Rating for each Critical Injury character is suffering until the end of the encounter.
COST 25

WARRIORS OF LIGHT
KNIGHTS OF FATE

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JUYO BERSERKER

ユヨ ベルサーカー

In the latter days of the Jedi Order, Padawans studied six forms of lightsaber combat, ensuring familiarity with all. Few Jedi, however, were trusted to study the seventh, the highly restricted Juyo form. The Juyo Berserker is a Warrior who fights with this dangerously aggressive and ferocious manner of lightsaber combat. A Juyo Berserker

could have formal training in Form VII, but the specialization can also apply to a self-taught fighter who harnesses natural rage and ferocity to overcome foes with an all-out offensive.

CONTROLLED RAGE

Juyo Berserkers receive **Coercion**, **Discipline**, **Lightsaber**, and **Melee** as additional career skills. If this is the character's starting specialization, the player chooses two of these skills and gains one free rank in each, without spending starting experience. While Juyo is undoubtedly an aggressive form of combat by the standards of the Jedi, it nonetheless requires at least the modicum of control necessary to wield a lightsaber effectively and—relatively—safely. Compared to the other lightsaber forms in use by the Jedi in the latter days of the Republic, however, Juyo is reckless. Walking this fine line is not dissimilar from the way in which Juyo practitioners balance dangerously close to the dark side of the Force.

While a Juyo practitioner may appear calm, the form requires intense emotions to

fuel its rapid, unpredictable, powerful strikes. Some Juyo Berserkers—particularly adherents of the Jedi Code, which calls for tranquility and detachment—conceal the emotions raging below the surface. Others, including Sith, fully embrace the anger that drives Juyo and grants it power, snarling like frenzied animals as they lay into their opponents.

For Force sensitives in the age of the Empire, it is all too easy to give in to frustration, anger, and hate when forced into a confrontation.

They might unknowingly find themselves mimicking the Juyo style. These sentiments might be aware of the conflict raging within them—the struggle between unbridled emotion and stability—or they might remain dangerously ignorant of the path to the dark side of the Force.

A Juyo Berserker focuses on offense nearly to the exclusion of all else. This approach leaves the Berserker vulnerable should an opponent find the opportunity to counterattack, and so a Juyo practitioner must match the foe's skill in pure ferocity. Juyo fighters particularly risk being overwhelmed by greater numbers; a Berserker must be able to lay about with the blistering relentlessness of many Warriors—or of the deadly predator from which the form draws its name.

Jedi who practiced Juyo were careful to balance inner darkness with the tranquility offered by the light side of the Force. It was in this way that Mace Windu developed the Vaapad variant, a form that allowed him to channel his inner darkness toward positive outcomes, to harness his anger without allowing it to control him. For Warriors bereft of the doctrines of the Jedi this balance is difficult. Without it, a tragic outcome could be all but inevitable.



WARRIOR: Juyo Berserker

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival
Additional Career Skills: Coercion, Discipline, Lightsaber, Melee

ACTIVE

PASSIVE



FORCE TALENT

TOUGHENED

Gain +2 wound threshold.

COST 5

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 5

INNER PEACE

Once per encounter, convert a number of dark side Destiny Points equal to ranks in Inner Peace to light side Destiny Points and reduce Conflict gained this session.

COST 10

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 10

VAAPAD CONTROL

When making a Lightsaber combat check, the character may suffer 1 strain to downgrade the difficulty of the check a number of times equal to the number of light side Destiny Points in the Destiny pool.

COST 10

LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.

COST 10

BALANCE

When the character recovers strain at the end of the encounter, they may add 1 per Force rating. They recover additional strain equal to 1 generated.

COST 15

LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.

COST 15

QUICK STRIKE

Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

COST 15

EMBRACE YOUR HATE

May spend 1 Destiny Point and then suffer Conflict equal to dark side Destiny Points in pool to add equal damage to melee attack. May use this ability once per encounter per rank.

COST 15

INNER PEACE

Once per encounter, convert a number of dark side Destiny Points equal to ranks in Inner Peace to light side Destiny Points and reduce Conflict gained this session.

COST 20

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 20

JUYO SAVAGERY

The character adds +5 to Critical Injury rolls from Lightsaber attacks for each dark side Destiny Point in the Destiny pool.

COST 20

QUICK STRIKE

Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

COST 20

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 25

EMBRACE YOUR HATE

May spend 1 Destiny Point and suffer Conflict equal to dark side Destiny Points in pool to add equal damage to melee attack. May use this ability once per encounter per rank.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

MULTIPLE OPPONENTS

Add 1 to Lightsaber, Brawl, and Melee checks when engaged with multiple opponents.

COST 25

WARRIORS OF LIGHT
KNIGHTS OF FATE

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STEEL HAND ADEPT

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The Jedi were known for, and even symbolized by, their distinctive use of lightsabers. For those who also know of the Sith and their own use of lightsabers, it would seem that these weapons are a universal feature of Force users. This was never truly the case, especially not in this age of the Empire, when most Force sensitives must do without formal training in any Force tradition. Through necessity or choice, Force users do battle with a variety of weapons, from vibro-axes to repeating blasters. And some fight with no weapons at all.

UNARMED AND DANGEROUS

Steel Hand Adepts gain **Brawl**, **Coordination**, **Discipline**, and **Vigilance** as additional career skills. If this is the character's starting specialization, the player chooses two of these skills and gains one free rank in each, without spending starting experience. These skills allow Adepts to fight with their mind and body in perfect harmony, and with mastery over both.

Countless martial arts disciplines have focused on unarmed combat through the millennia, from Teräs Kāsi to Zavāt.

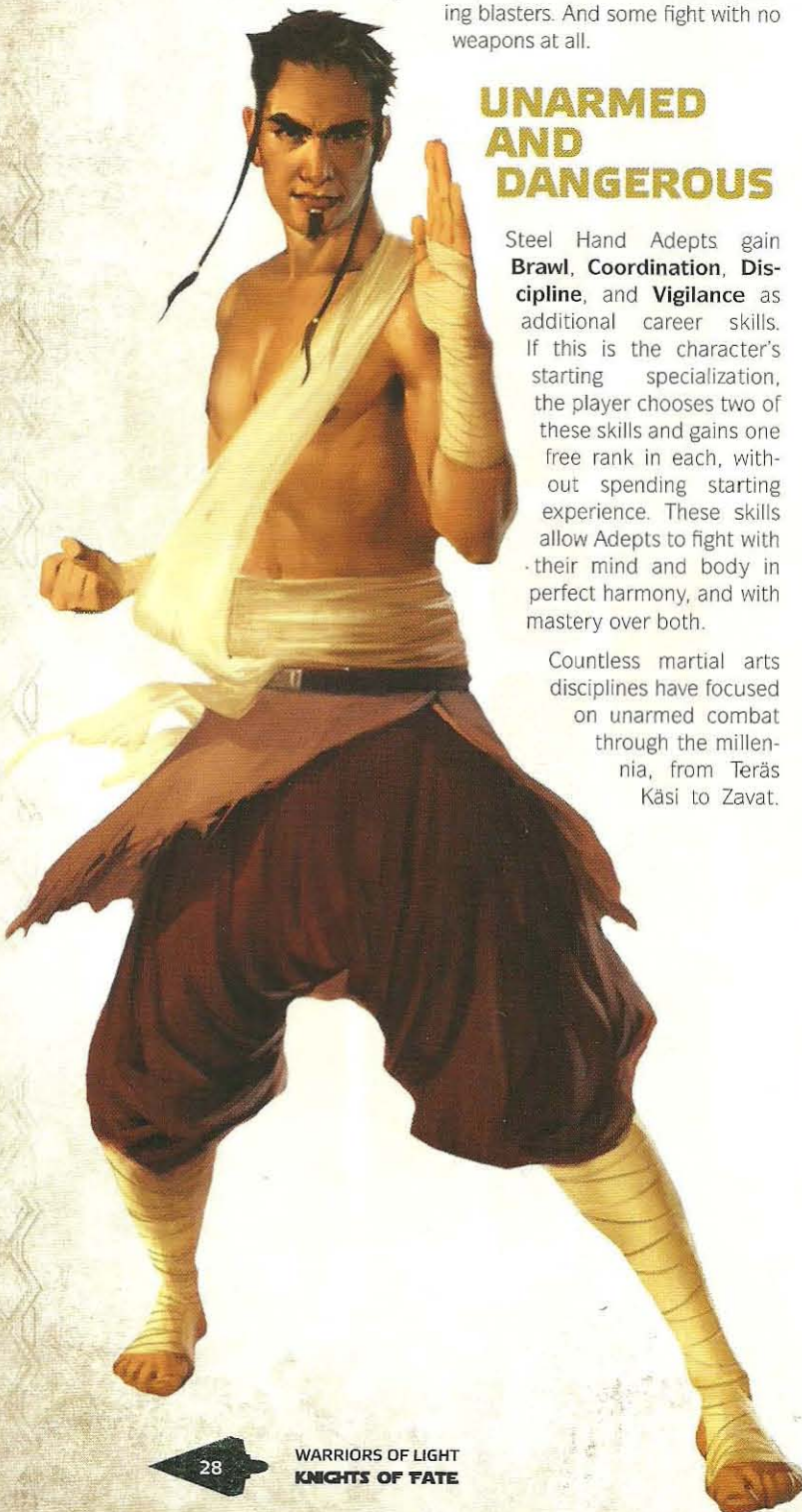
Even the most renowned masters of hand-to-hand combat face certain limitations when compared to wielders of the variety of advanced weapons in use throughout the galaxy. No fist or claw can breach heavy armor, or overcome the range advantage of a blaster—none, that is, except those of beings who wield the Force like a weapon.

As **FORCE AND DESTINY** characters, Steel Hand Adepts might represent Force users with training in a variety of martial arts forms. Some might specialize in a particular form, while others might blend techniques from many practices. Alternatively, an Adept could be self-taught, augmenting an improvisational combat style honed through years of cantina brawls with an instinctive use of the Force. Regardless of their background, Steel Hand Adepts draw on the Force to accomplish seemingly impossible maneuvers, from punching through heavy combat armor to striking enemies beyond arms' reach.

The ways of Steel Hand Adepts have little basis in the teachings of the Jedi Order. Although the Jedi trained in some hand-to-hand techniques, these were generally used as a recourse should a Knight be disarmed or ambushed without a lightsaber at hand. However, many other Force disciplines have come and gone throughout the galaxy's history, and some of these have focused more prominently on unarmed combat. Conversely, many martial arts traditions have a strong mystical component, tapping into the Force in varying capacities. Although martial arts schools of this kind generally accept members who are not particularly Force-sensitive, those who are so gifted tend to excel, becoming masters and legends.

The capabilities of Steel Hand Adepts can be astounding for onlookers and terrifying for foes. Not only can adepts exhibit the same range of abilities other Force users draw upon to augment their lightsaber strikes, but they can fight just as effectively without a weapon of any kind. A practiced Adept can even be a match for an accomplished lightsaber duelist. Against more ordinary combatants, they spin and leap with frightening grace, laying foes low with rapid strikes.

A Steel Hand Adept can easily disarm all but the most skilled opponents through a variety of techniques. Some adepts can even shatter weapons with their bare hands. An unarmed opponent of an Adept, far from being on equal footing, is almost certainly at an insurmountable disadvantage. Enemies with the seeming advantage of range are not safe, either. Blaster-wielding foes are often surprised when a Force user affects objects and even sentients at a distance, but no Force ability is as shocking as Adepts' ability to lash out with punishing strikes, laying into foes at range with the full strength and impact of their fists and feet.



WARRIOR: Steel Hand Adept

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

Additional Career Skills: Brawl, Coordination, Discipline, Vigilance

ACTIVE

PASSIVE



FORCE TALENT

GRIT

Gain +1 strain threshold.

COST 5

IRON BODY

Remove ■ per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).

COST 5

IRON BODY

Remove ■ per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

MARTIAL GRACE

Once per round, suffer 2 strain to add damage equal to ranks in Coordination to one hit of a successful Brawl check.

COST 10

ACKLAY'S SCYTHING STRIKE

Brawl attacks gain Pierce equal to Force Rating.

COST 10

UNARMED PARRY

May Parry while unarmed. Reduce strain cost to Parry while unarmed by 1 (to a minimum of 1).

COST 10

PRECISION STRIKE

When this character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, may suffer 1 strain to change the result to any Easy (◆) Critical Injury.

COST 10

DODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 15

SWIFT

Does not suffer usual penalties for moving through difficult terrain.

COST 15

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

IMPROVED PRECISION STRIKE

Once per round, when inflicting a Critical Injury with a Brawl or Melee weapon, may suffer 2 strain to change the result to any Average (◆◆) Critical Injury.

COST 15

IMPROVED DODGE

After using Dodge, can make a Move maneuver as an out-of-turn incidental

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

SAPITH SUNDERING

May add ○ up to Force Rating to Brawl checks; the attack gains the Sunder quality, and character may spend ○ generated on the check as ○ to activate the Sunder quality.

COST 20

FORCE RATING

Gain +1 Force rating.

COST 25

FAR STRIKE

As an action, make a Brawl check as a ranged attack, adding ○ up to Force rating. Increase the range of the attack by one band for each ○ spent, to a maximum of long.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

DODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 25

WARRIORS OF LIGHT
KNIGHTS OF FATE

29

NEW TALENTS

The following pages describe each new talent introduced in **KNIGHTS OF FATE**. Every entry includes the information required for gameplay. See page 135 of the **FORCE AND DESTINY** Core Rulebook for more on talents.

ACKLAY'S SCYTHING STRIKE

Activation: Passive

Ranked: No

Trees: Steel Hand Adept

Force talent. The character's Brawl attacks gain the Pierce quality with a rating equal to their Force rating, or increase their existing Pierce quality by that amount.

DODGE (IMPROVED)

Activation: Active (Incidental)

Ranked: No

Trees: Steel Hand Adept

When the character performs the Dodge incidental, the character may make a Move maneuver as an out-of-turn incidental after the triggering attack has been resolved.

EMBRACE YOUR HATE

Activation: Active (Incidental)

Ranked: Yes

Trees: Juyo Berserker

After making a successful Brawl, Lightsaber, or Melee combat check, the character may spend one Destiny Point and then gain Conflict equal to the number of dark side Destiny Points in the Destiny pool to add an equal amount of damage to one hit of the attack. The character may use this ability once per encounter for each rank of Embrace Your Hate. A character who has purchased one or more ranks of this talent automatically gains 1 Conflict at the beginning of a game session.

FAR STRIKE

Activation: Active (Action)

Ranked: No

Trees: Steel Hand Adept

Force talent. The character may take the Far Strike action, making a Brawl combat check as a ranged attack at one target at short range or further, adding \diamond no greater than the character's Force rating to the check. The character may spend \diamond to increase the range of the attack by one range band per \diamond spent, to a maximum of long. If the target is at medium range or further, the character must both sufficiently increase the range of the attack and succeed on the check to hit the target.

HARD HEADED

Activation: Active (Action)

Ranked: Yes

Trees: Colossus

On any turn in which the character is staggered or disoriented, they may perform the Hard Headed action (even though staggered characters are normally barred from performing actions). The character makes a **Daunting** ($\diamond\diamond\diamond\diamond$) **Discipline check**. If they succeed, they are no longer staggered or disoriented. The difficulty of this check decreases by one per additional rank of Hard Headed, to a minimum of **Easy** (\diamond).

HARD HEADED (IMPROVED)

Activation: Active (Action)

Ranked: No

Trees: Colossus

The character may use the Hard Headed action to recover from being incapacitated due to exceeding their strain threshold. On their next turn after being incapacitated, the character may make a **Formidable** ($\diamond\diamond\diamond\diamond$) **Discipline check**. If the check is successful, they decrease their strain to one below their strain threshold. The difficulty of this check decreases by one per rank of Hard Headed after the first, to a minimum of **Easy** (\diamond).

HEADBUTT

Activation: Active (Incidental)

Ranked: No

Trees: Colossus

Once per encounter, the character may perform the Headbutt incidental. The character suffers 2 wounds and selects one engaged non-vehicle target with a silhouette of up to one higher than the character's. The target is knocked prone and is disoriented until the end of the next round.

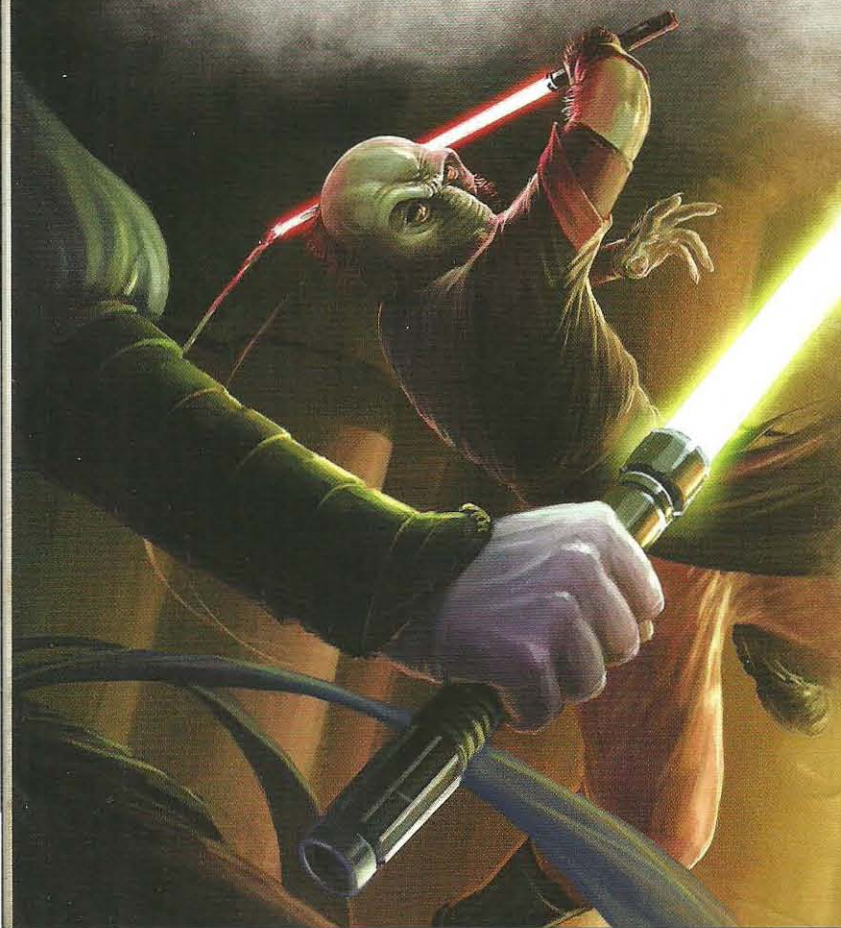
INDOMITABLE WILL

Activation: Active (Maneuver)

Ranked: No

Trees: Colossus

Force talent. Once per encounter, the character may perform the Indomitable Will maneuver, suffering 3 strain to commit a number of \diamond up to their Force rating. While \diamond remain committed, reduce all damage the character suffers by an amount equal to the committed \diamond , and the character suffers 1 strain at the beginning of each of their turns.



INNER PEACE

Activation: Active (Incidental)

Ranked: Yes

Trees: Juyo Berserker

Once per encounter, the character may convert a number of dark side Destiny Points equal to the character's ranks in Inner Peace to light side Destiny Points. The character reduces the amount of Conflict they gain at the end of the session by 1 plus 1 per Destiny Point converted.

IRON BODY

Activation: Passive

Ranked: Yes

Trees: Steel Hand Adept

The character removes ■ per rank of Iron Body from their Coordination and Resilience checks. The critical rating of the character's unarmed attacks is reduced by one per rank of Iron Body, to a minimum of 1.

JUYO SAVAGERY

Activation: Passive

Ranked: No

Trees: Juyo Berserker

Force talent. When the character inflicts a Critical Injury with a Lightsaber combat check, add +5 to the Critical Injury roll for each dark side Destiny Point in the Destiny pool. A character who has purchased this talent automatically gains 1 Conflict at the beginning of each game session.

LETHAL BLOWS

Activation: Passive

Ranked: Yes

Trees: Juyo Berserker

The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.

MARTIAL GRACE

Activation: Active (Incidental)

Ranked: No

Trees: Steel Hand Adept

Once per round, the character may suffer 2 strain to add additional damage equal to ranks in Coordination to one hit of a successful Brawl combat check.

POWER FROM PAIN

Activation: Active (Incidental)

Ranked: No

Trees: Colossus

Force talent. Once per session, the character may spend a Destiny Point to gain +1 Force rating for each Critical Injury the character is suffering, until the end of the encounter. A character who has purchased this talent automatically gains 1 Conflict at the beginning of each game session.

PRECISION STRIKE

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Steel Hand Adept

When the character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, they may suffer 1 strain to change the result to any **Easy** (◆) Critical Injury result.

Additionally, whenever the character defeats a minion or rival NPC, the character may always choose to do so by

non-lethal means, even if the environment or exceptional circumstances would normally make that difficult or impossible.

PRECISION STRIKE (IMPROVED)

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Steel Hand Adept

Once per round, when the character inflicts a Critical Injury with a Brawl or Melee weapon, they may suffer 2 strain to change the result to any **Average** (◆◆) Critical Injury result.

SAPITH SUNDERING

Activation: Active (Incidental)

Ranked: No

Trees: Steel Hand Adept

Force talent. When making a Brawl combat check, the character may include ○ up to the character's Force rating. The Brawl attack gains the Sunder quality, and the character may spend ● generated on the check as ○ to activate the Sunder quality.

SWIFT

Activation: Passive

Ranked: No

Trees: Steel Hand Adept

The character does not suffer the penalties for moving through difficult terrain (they move through it at normal speed, without spending additional maneuvers).

TOUGHENED (IMPROVED)

Activation: Active (Incidental)

Ranked: No

Trees: Colossus

Once per session, the character may heal a number of wounds equal to their ranks in Toughened.

UNARMED PARRY

Activation: Passive

Ranked: No

Trees: Steel Hand Adept

The character may perform the Parry incidental while unarmed. When the character performs the Parry incidental while unarmed, reduce the strain they suffer from the Parry incidental by one, to a minimum of 1.

UNSTOPPABLE

Activation: Passive

Ranked: No

Trees: Colossus

If the percentile roll made when the character receives a Critical Injury is 1 or is reduced to 1, the character does not receive the Critical Injury and suffers none of the effects.

VAAPAD CONTROL

Activation: Active (Incidental)

Ranked: No

Trees: Juyo Berserker

Force talent. When making a Lightsaber combat check, the character may suffer 1 strain to downgrade the difficulty of the check a number of times equal to the number of light side Destiny Points in the Destiny pool.

WARRIOR MOTIVATIONS

Motivations affect the narrative because of the implications they have for relationships, the way characters react to scenarios the GM devises, and the inspiration they provide for both the GM and players. Characters with strong Motivations that fit with a player's other choices at character creation are easier and more fun to play than PCs with no drive or aim. For the GM, Motivations aid the construction of appropriate and exciting adventures. Whether the PCs' individual Motivations are similar or in conflict, they add to the drama.

WARRIORS AND CHALLENGES

The **FORCE AND DESTINY** Core Rulebook presents three primary categories of Motivation—Ambition, Cause, and Faith. In addition to these, **KNIGHTS OF FATE** offers a new selection of Motivations designed specifically for Warriors, under a new category: Challenge.

A Warrior is defined by the ability and willingness to fight. It is in the Warrior's nature to rise to challenges, and these challenges test the Warrior's mettle and hone their skills. It is by seeking out and overcoming challenges that a Warrior improves. The challenges a Warrior faces are not all on a battlefield, but a Warrior approaches challenges of every type with the same determination and zeal.

TABLE 1-2: RANDOM WARRIOR MOTIVATION

d10	Result
1–2	Ambition
3–4	Cause
5–6	Faith
7–9	Challenge
10	Roll once on each of any two categories

A player may choose a Motivation that appeals to them or fits a particular character, or may roll randomly. If selecting at random from the expanded list, a player first rolls on **Table 1-2: Random Warrior Motivations** instead of using the corresponding **Table 2-3: Random Motivation** on page 105 of the **FORCE AND DESTINY** Core Rulebook. A player who rolls Challenge then rolls again on **Table 1-3: Specific Challenges** to determine which Challenge to use as the character's Motivation. Otherwise, the player should consult the appropriate table on page 106 or 107 of the **FORCE AND DESTINY** Core Rulebook for the category rolled.

TABLE 1-3: SPECIFIC CHALLENGES

d100	Result
01–10	Liberation: This character works against oppression of all kinds. Harsh masters, domineering societies, even overzealous companions can spark the need to rise up against oppression and liberate the helpless.
11–20	Birthright: This character's discovery of the Force awakened a need to claim forgotten teachings, martial techniques, and a forbidden way of life. Legends drive this character both to learn about and strive to emulate the Jedi of old.
21–30	Perfection: This character is determined to be the best, to uncover the best in others, and to seek out perfection in an imperfect universe. The impossibility of the goal is irrelevant, as all improvement is beneficial, and the intent matters. This character continually seeks betterment, resulting in brilliance or, more often, disappointment.
31–40	Meaning: In a war-torn universe, any character might yearn for meaning in the chaos. This character may seek someone who can share wisdom, or may spend time studying and working with the Force, hoping for answers. The character might even seek meaning in Sith temples or other dangerous places.
41–50	Acceptance: This character seeks acceptance in a universe that persecutes Force sensitives, wishing for a satisfying role in a community, whether a colony or a crew.
51–60	Legacy: In a vast and varied galaxy, it is not easy for one character to make a significant difference. This character is eager to leave a lasting mark, to pass techniques on to a pupil, or to simply inspire others.
61–70	Recognition: Jedi once rose above the need for recognition, but for this character honing newfound abilities, it is a driving force. It is only natural to seek recognition of efforts and skills when they are so difficult to acquire and control.
71–80	Worthy Opponent: The character requires a worthy foe and wants to fight against a nemesis worthy of the name. This character seeks to test themselves on the field of battle against multiple opponents or a seasoned Force user. The challenge has to be worth the character's attention, and they may seek a specific opponent, such as a Sith or the Emperor himself.
81–90	Martial Mastery: This character seeks to master one or many martial arts, and so craves a teacher or experience. The battle itself is more important than the win, and defeat is acceptable as long as it enables the character to learn.
91–100	Superiority: This character strives to prove their superiority by improving fighting skills, amassing credits or followers, or earning a reputation.

SIGNATURE ABILITIES

In addition to the specializations available within a given career, a character also has access to that career's signature abilities. These abilities are special, elite talents for only experienced characters of the specified career. They are feats only possible through skill and ability gained over a long and successful career.

SIGNATURE ABILITY BREAKDOWN

A signature ability is composed of three elements: the nodes linking it to a talent tree, the ability's basic form, and a series of upgrades that augment the ability.

NODES

Each signature ability has four nodes lined up across its top. These four nodes match up with the four talents on the bottom row of a talent tree. Each node can either be active, showing a bracket facing upward, or inactive, remaining blank. To be able to attach a signature ability to a tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability.

ABILITY BASIC FORM

To acquire a signature ability, a character must first purchase the basic form of the ability. This takes up the entire first row of the signature ability tree and is purchased with experience points. The experience cost of the base ability is listed in its box.

UPGRADES

After purchasing the basic form of a signature ability, a character can further customize the ability by purchasing upgrades. Upgrades, much like talents, are purchased with experience points, and each upgrade may be purchased only if it connects to the basic form of the ability or a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

ACQUIRING SIGNATURE ABILITIES

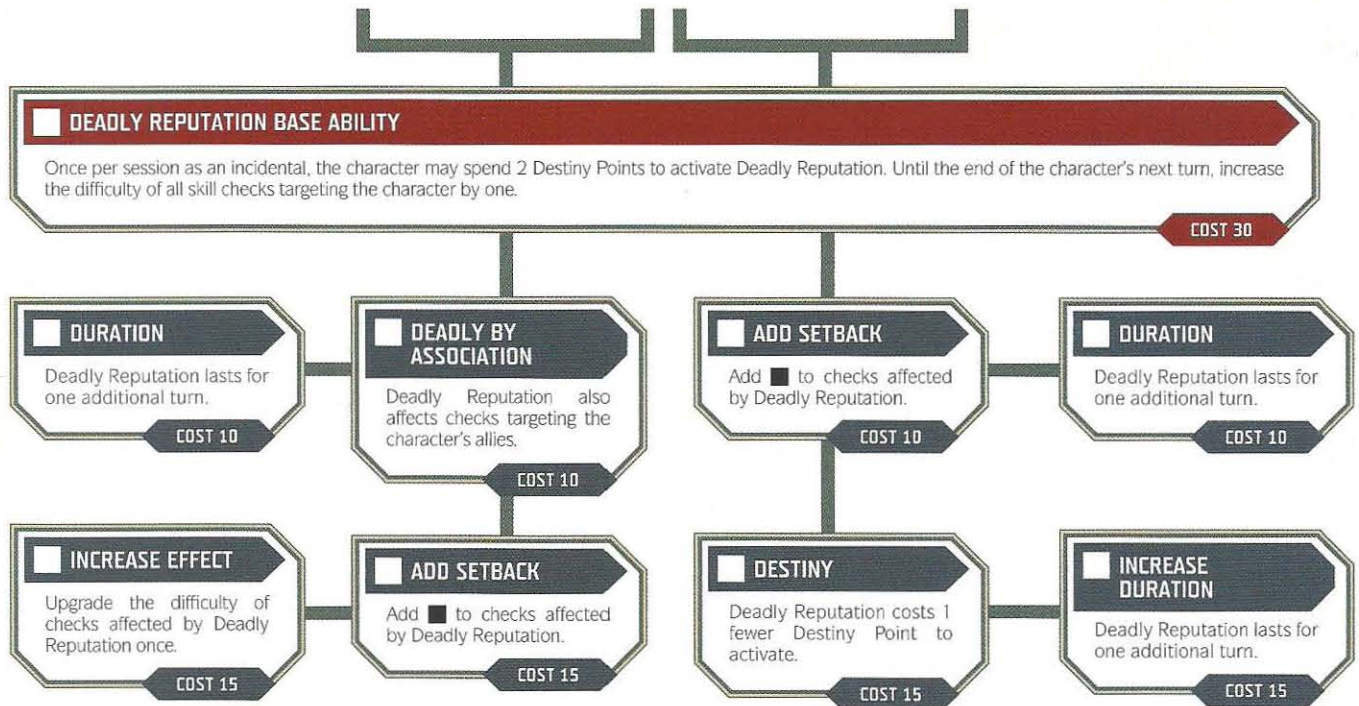
Before purchasing a signature ability or any of its upgrades, a character must "attach" that ability to the bottom of one of their current in-career talent trees. Once a signature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached ability cannot be removed or switched to a different tree. A character can acquire a signature ability only from their career and can attach that ability only to in-career talent trees.

To attach a signature ability to a talent tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the ability's basic form and its upgrades using experience, just as if they were talents.

The Warrior career has access to two signature abilities: Deadly Reputation and Unmatched Ferocity.



Warrior Signature Ability Tree: Deadly Reputation



SIGNATURE ABILITY: DEADLY REPUTATION

Many accomplished Warriors reach a point in their life when their reputation precedes them. Whether famous or infamous, a reputation as a fighter and killer carries with it a warning and threat of danger. Such a reputation may color all of the Warrior's interactions to some degree.

Some Warriors, however, learn to use their reputation as another weapon in their arsenal. With a subtle implication, a threatening gesture, or even the simple revelation of their identity, the Warrior can unnerve their opposition, hindering any efforts against them.

Invoking a deadly reputation can provide a boon to the Warrior in any number of circumstances. During important negotiations, it might unbalance the opposition, causing them to fumble words, forget important points, or even concede the argument lest they draw the Warrior's wrath. The right reputation can be equally potent in battle, for even hardened fighters might hesitate or make a fatal mistake in their apprehension of the notorious Warrior.

BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to activate Deadly Reputation. Until the end of the character's next turn, increase the difficulty of all skill checks that target the character by one.

UPGRADES

Add Setback: Add ■ to skill checks targeting the character while Deadly Reputation is in effect per Add Setback upgrade.

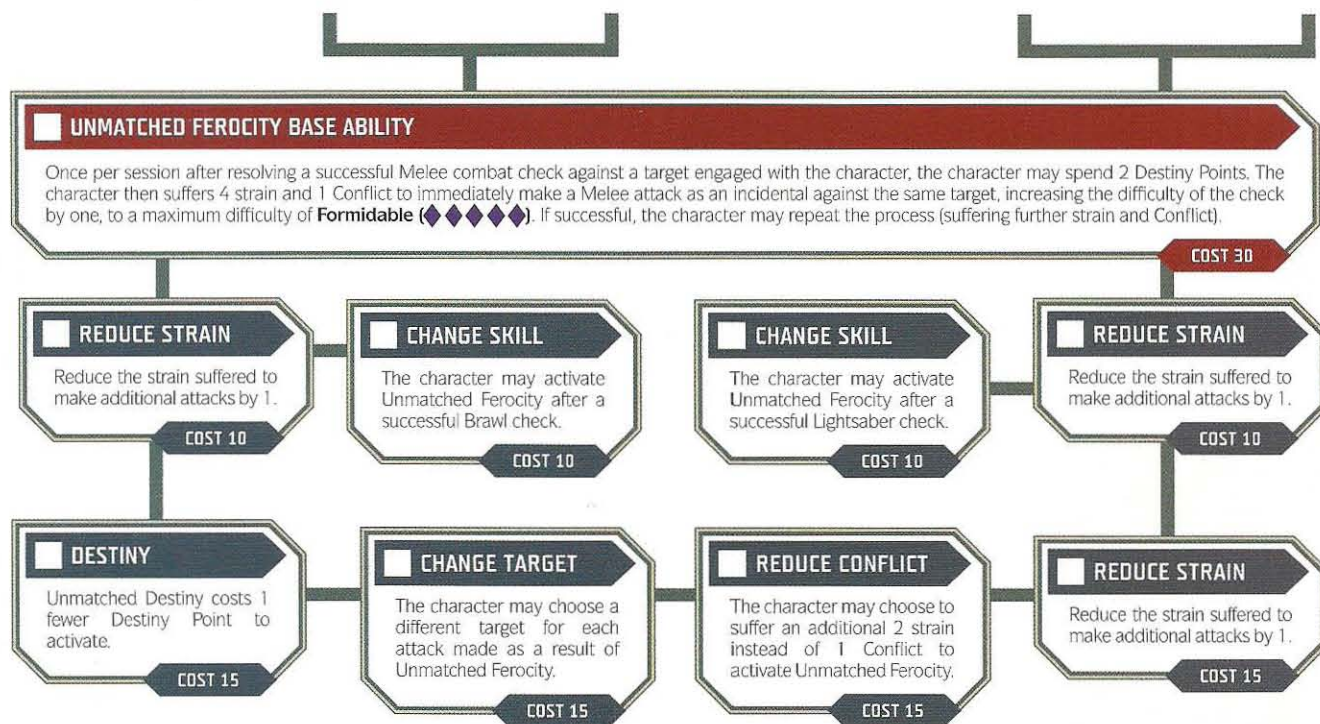
Deadly by Association: All effects of Deadly Reputation also apply to skill checks that target the character's allies while the ability is in effect. This applies only to allies involved in the same encounter as the character, as determined by the Game Master.

Destiny: To activate Deadly Reputation, the character only needs to spend 1 Destiny Point, instead of the normal 2.

Increase Duration: The effects of Deadly Reputation last for one additional turn per Increase Duration upgrade.

Increase Effect: Upgrade the difficulty of skill checks targeting the character once while Deadly Reputation is in effect. (This is in addition to increasing the difficulty per the effect of the base ability.)

Warrior Signature Ability Tree: Unmatched Ferocity



SIGNATURE ABILITY: UNMATCHED FEROCITY

All Warriors walk a fine line between ferocity and control. Some Warriors, particularly with the aid of the Force, can unleash a barrage of blows on a foe, overwhelming their defenses and ending a confrontation in one dramatic onslaught. Even when tempered with skill and control, such an assault draws on anger or other negative emotions, which might overtake the Warrior.

BASE ABILITY

Once per session after resolving a successful Melee combat check against a target they are engaged with, the character may spend 2 Destiny Points to activate Unmatched Ferocity. They suffer 4 strain and 1 Conflict to immediately make a Melee attack as an incidental against the same target using the same weapon or weapons as the initial attack. The difficulty of the check is one higher than the previous check, to a maximum difficulty of **Formidable** (◆◆◆◆◆).

If the attack performed through Unmatched Ferocity is successful, the character may suffer a further 4 strain and 1 Conflict to make another attack against the same target, again increasing the difficulty by one from the previous attack. The character may continue to make attacks against the target until they fail a Melee check or exceed their strain threshold, or until the target is incapacitated or no longer engaged with the character.

UPGRADES

Change Skill (Brawl): The character may activate Unmatched Ferocity after a successful Brawl check to make an additional Brawl attack. Any subsequent attacks as a result must use the Brawl skill and the same weapon or weapons as the initial attack.

Change Skill (Lightsaber): The character may activate Unmatched Ferocity after a successful Lightsaber check to make an additional Lightsaber attack. Any subsequent attacks as a result must use the Lightsaber skill and the same weapon or weapons as the initial attack.

Change Target: The character may choose a different target they are engaged with for each attack made as a result of Unmatched Ferocity. The character may continue to make attacks using Unmatched Ferocity as long as they are engaged with eligible targets. (The process does not end when a single target is incapacitated, and the difficulty of each successive check increases regardless of the target.)

Destiny: To activate Unmatched Ferocity, the character only needs to spend 1 Destiny Point, instead of the normal 2.

Reduce Conflict: When the character activates Unmatched Ferocity or makes an additional attack as a result, they may choose to suffer an additional 2 strain instead of 1 Conflict.

Reduce Strain: The character reduces the strain they suffer to make each additional attack using Unmatched Ferocity by 1 per Reduce Strain upgrade.

FORCE POWER: ENDURE

Those strong in the Force, and who learn to control that gift, can achieve great, even seemingly impossible feats of physical prowess. The Force flows through all living beings, and this connection to the physical allows some Force users to achieve miraculous control of their bodies. Masters of this ability can ignore otherwise-debilitating pain or even resist physical injury that would prove lethal to another being.

BASIC POWER

The basic power of Endure allows a Force user to temporarily ignore the effects of injury. The basic power has one way to commit Force dice:

- When the character suffers a Critical Injury with a severity no greater than **Easy** (◆), the character may activate Endure as an out-of-turn incidental, committing ○. While ○ remains committed, the character ignores the effects of that Critical Injury. This means they do not

apply any results from the Critical Injury or add +10 to further rolls on the Critical Injury Result table while ○ remains committed. (The injury can still be healed.) When this ongoing effect ends, the character suffers all effects of the Critical Injury (unless it has been treated).

UPGRADES

Upgrades to Endure primarily improve the power by increasing the severity of Critical Injury that it can affect or increasing the number of Critical Injuries the character can ignore simultaneously. Other upgrades allow the character to affect allies with Endure or resist a Critical Injury entirely.

Control Upgrade: The character can commit additional ○ to temporarily ignore one additional Critical Injury per Control upgrade purchased.

Duration Upgrade: As an incidental, the character can activate Endure to affect a Critical Injury the character is already suffering. The character commits ○ and ignores all effects of the Critical Injury while ○ remains committed, just as if the power were activated upon first receiving the injury. The Critical Injury must be of a severity that Endure could affect normally.



Force Power Tree: Endure

Prerequisites: Force Rating 1 +

Force Ability

ENDURE BASIC POWER

When the character suffers a Critical Injury with a severity no greater than **Easy** (◆), the character may activate Endure as an out-of-turn incidental and commit ○ to temporarily ignore the effects of that injury. The character does not apply any results from the Critical Injury or add +10 to further rolls on the Critical Injury Result table while ○ remains committed. When this ongoing effect ends, the character suffers all effects of the Critical Injury (unless it has been treated).

COST 10

STRENGTH

Increase the severity of Critical Injury that can be affected by one per Strength upgrade purchased.

COST 5

CONTROL

The character can commit one additional ○ to temporarily ignore one additional Critical Injury per Control upgrade purchased.

COST 5

DURATION

As an incidental, the character can activate Endure to temporarily ignore a Critical Injury the character is already suffering, and which is of a severity that Endure could affect normally.

COST 10

CONTROL

The character can commit one additional ○ to temporarily ignore one additional Critical Injury per Control upgrade purchased.

COST 10

STRENGTH

Increase the severity of Critical Injury that can be affected by one per Strength upgrade purchased.

COST 10

MAGNITUDE

The character can use Endure to affect allies at short range. The ongoing effect ends if the distance between the characters increases beyond short for any reason.

COST 10

STRENGTH

Increase the severity of Critical Injury that can be affected by one per Strength upgrade purchased.

COST 15

CONTROL

The character can commit one additional ○ to temporarily ignore one additional Critical Injury per Control upgrade purchased.

COST 15

STRENGTH

The character can use Endure to temporarily ignore a Critical Injury result of Dead.

COST 5

RANGE

The character can use Endure to affect allies within medium range. The ongoing effect ends if the distance between the characters increases beyond medium for any reason.

COST 10

MASTERY

When activating Endure, the character may make an Endure power check, making a Discipline check with a difficulty equal to the severity of the Critical Injury and adding ○ up the character's Force rating. If the character succeeds on the check and generates ● equal to the Severity of the Critical Injury, the Critical Injury is not suffered.

COST 20

Magnitude Upgrade: The character can use Endure to affect allies at short range. The character must commit ○ as normal, and the Critical Injury must be of a severity that Endure could affect normally. The ongoing effect ends if the character stops committing ○ or if the distance between the character and the ally increases beyond short for any reason.

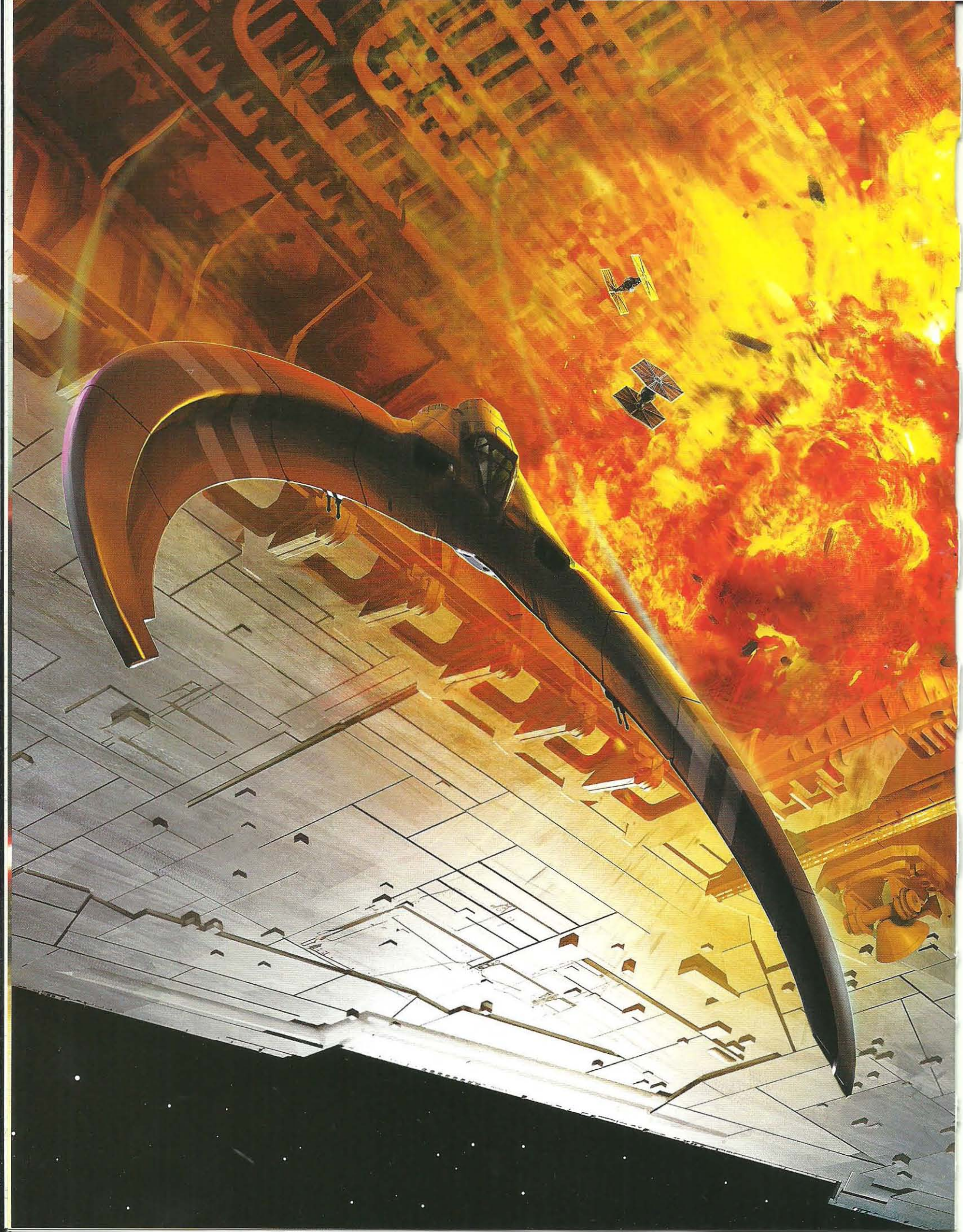
Mastery Upgrade: When the character activates Endure, they may make an Endure power check instead of committing ○ as normal. An Endure power check is a Discipline check with a difficulty equal to the severity of the Critical Injury, to which the character may add ○ up to their Force rating. If the character succeeds on the check and generates ● equal to the number of ◆ in the severity of the Critical Injury, the Critical Injury is not suffered.

An Endure power check cannot prevent a Critical Injury result of Dead.

Range Upgrade: The range at which the character can use Endure to affect allies increases to medium. The ongoing effect ends if the distance between the characters increases beyond medium for any reason.

Strength Upgrade: The character increases the severity of Critical Injuries they can affect using Endure by one per Strength upgrade purchased.

Strength Upgrade: The character can use Endure to affect a Critical Injury result of Dead until the end of the current encounter (or until they stop committing ○). A Critical Injury of Dead cannot be treated or healed.





TOOLS OF BATTLE

"Blaster rifles may not be elegant or honorable, but they sure are fun."

—Zharva Kall, Jedi outcast

The association between Warriors and the tools of their trade is a strong one. Warriors rely on their weapons and armor not only to succeed in their pursuits, but to survive. Many mercenary companies, warrior lodges, and other martial organizations adopt a weapon as their symbol or even name themselves after one. Whether such an icon reflects the fighting approach of a group or an antiquated weapon used in a purely symbolic manner, this underscores the importance of weapons to all Warriors.

The tools of a Warrior extend beyond arms and armor; however. Few Warriors fight alone, and reliable communication with both comrades on the field and allies providing support is essential. For soldiers, wandering swordmasters, and many others, gear to survive in the wild places of the galaxy is essential.

For some Warriors, a vehicle serves as both armor and weapon. This is most true of starfighter pilots, who live in the cockpit and face their foes through the lens of a targeting computer. Even combatants who prefer to fight on their own feet must often depend on vehicles to carry them to and from a battlefield.

Chapter II: Tools of Battle offers numerous additional items to give Warriors the edge in battle. These include new weapons, armor, and gear for an aggressive approach, whether in single combat or warfare. New vehicles and starships can get Warriors and their allies into the fray quickly, or grant Starfighter Aces an advantage over their opponents.

NEW WEAPONS

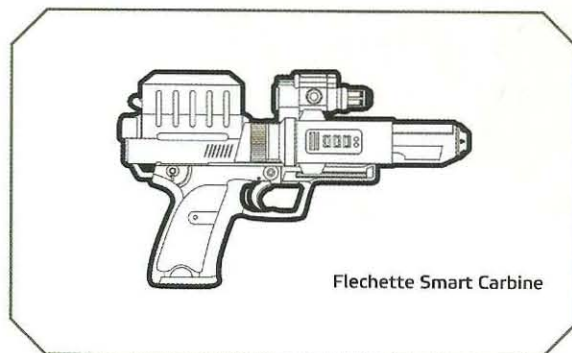
Weapon handling is a Warrior's stock-in-trade. As the most warlike and tactically minded of **FORCE AND DESTINY** characters, Warriors can effectively use, maintain, and handle nearly any weapon, from a simple blaster pistol to a crackling lightsaber to the heavy laser cannons mounted on a starfighter. The weapons in this section provide a number of options for discerning Warriors looking to improve their battlefield performance or add another weapon to their collection.

RANGED WEAPONS

While a blaster might not be as elegant a weapon as a lightsaber, it is certainly safer to carry in the open. With Imperial agents scouring the galaxy for any hint of Jedi activity, even the suggestion of a lightsaber about one's person can land an individual in some serious trouble. Force users who value their lives typically keep their lightsabers hidden away, if they even own one, and choose instead to blend in by carrying a blaster or other modern ranged weapon.

FWG-7 FLECHETTE SMART CARBINE

An example of Malaxan Firepower Incorporated's successful FWG line of flechette weapons, the FWG-7 provides all the power and versatility of a flechette weapon in a lightweight, easy-to-handle package. A heavier version of the FWG-5 smart pistol, the FWG-7 is a sturdy, short-barreled carbine built primarily from reinforced polycarbonates and advanced alloys. Like its smaller cousin, the FWG-7 fires small-caliber canisters packed with dozens of razor-sharp flechettes instead of solid slugs or blaster bolts. Each canister is equipped with a single-use microrepulsor and a simple guidance system that allows the canisters to home in on, and even pursue, targets. Once a shot reaches its target, the



Flechette Smart Carbine

canister explodes and releases a cloud of flechettes that deal a shocking amount of damage to unarmored opponents and can even pierce plastoid armor.

MR-90 PROTON RIFLE

Proton rifles are heavy, powerful, long-range weapons originally designed for big-game hunting. Unlike a typical blaster rifle, which uses volatile Tibanna gas and XCiter technology to produce searing plasma blasts, proton rifles use tiny, baradium-fueled particle accelerators to create densely charged particle beams. When they strike a target, proton rifles' beams deliver a powerful kinetic blast that knocks lighter targets off their feet and can stagger even the toughest, meanest prey.

Merr-Sonn's MR-90 is one of the best proton rifles on the market. Marketed toward wealthy, image-conscious big-game hunters, these handsome rifles are equipped with numerous shooting aids to improve their overall performance. They feature an integrated gyroscopic balancing system that assists in balance and handling, a multi-optic telescopic sight that allows a shooter to target prey in nearly all conditions, and a charge setting that trades the weapon's ammunition capacity for a single, devastating blast. Despite

TABLE 2-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
FWG-7 Flechette Carbine	Ranged (Heavy)	5	3	Medium	5	3	1,800	7	Blast 4, Guided 2, Pierce 3
MR-90 Proton Rifle	Ranged (Heavy)	10	2	Extreme	6	2	(R) 3,100	8	Accurate 1, Cumbersome 3, Knockdown
Repulsor Throwing Razor	Ranged (Light)	5	2	Medium	2	1	850	7	Guided 2, Limited Ammo 1, Pierce 2, Vicious 1
RLR-331 "Bulldog" Rocket Rifle	Ranged (Heavy)	10	4	Long	6	3	(R) 2,200	7	Blast 8, Cumbersome 3, Guided 3, Limited Ammo 6
Model 134a Rotary Cannon	Gunnery	12	3	Long	8	4	(R) 4,500	7	Auto-fire, Cumbersome 5, Pierce 3
RGL-318 Grenade Launcher	Gunnery	8	4	Medium	5	3	(R) 1,000	4	Blast 6, Cumbersome 3, Limited Ammo 5
Model 4 "Thunderhead" Scattergun	Ranged (Heavy)	7	4	Short	4	3	700	5	Blast 5, Knockdown, Vicious 1

the fact that the MR-90 is marketed as an upscale hunting rifle for aristocratic adventurers, many military and paramilitary forces throughout the galaxy have adopted it as a dedicated anti-materiel weapon and high-powered sniper rifle.

As a maneuver, a character using an MR-90 can set the weapon to its charge setting, which allows the shooter to expend all of the rifle's energy in a single, devastating blast. Once charged, the MR-90 counts as having the Breach 1 and Concussive 2 item qualities. After the charged beam is fired, the weapon runs out of ammunition (see page 166 of the **FORCE AND DESTINY** Core Rulebook).

REPULSOR THROWING RAZOR

A peculiar and deadly weapon originating in the gladiatorial arenas of Rodia, the repulsor throwing razor combines ancient and modern technology. This Rheshalva Interstellar Armaments weapon is a serrated, crescent-shaped blade designed to be thrown at its target. The weapon incorporates a miniature repulsor engine to extend its range and help guide it toward its target. A homing beacon in the weapon allows it to fly back to the user, although throwing razors are often purchased in pairs in case something prevents one from returning. While these weapons are most often used by Rodian bounty hunters, their flash and effectiveness have not gone unnoticed by other mercenaries and fighters, who have acquired throwing razors for their own use.

A character can spend ☉☉ on a missed attack with a throwing razor to have it return to their hand at the beginning of their next turn.

RLR-331 "BULLDOG" ROCKET RIFLE

Kelvarek Consolidated Arms' RLR-331 is a Clone Wars-era weapon popular with mercenaries and insurgents throughout the galaxy. Remarkably similar in appearance to Baktoid Armor Workshop's E-5 blaster rifle—a fact that, during its heyday, did not go unnoticed by Baktoid's powerful legal department—the RLR-331 is a bulky weapon with a squat, squared-off barrel. It launches small guided rockets from a detachable magazine. Originally sold in bulk to the Confederacy of Independent Systems, Bulldogs were carried by heavy-support B1 battle droids as anti-materiel and light

anti-armor weapons. They were used to great effect against the Grand Army of the Republic's heavily armored clone troopers and fighting vehicles, and gained a fearsome reputation among the CIS's foes.

Rockets for the RLR-331 cost 100 credits each and have a rarity of 5.

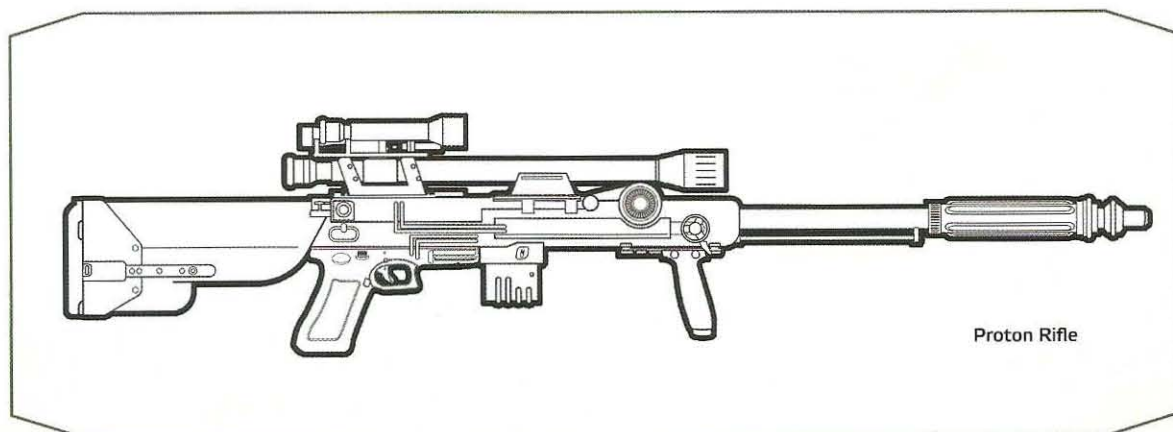
MODEL 134A "BUZZSAW" ROTARY CANNON

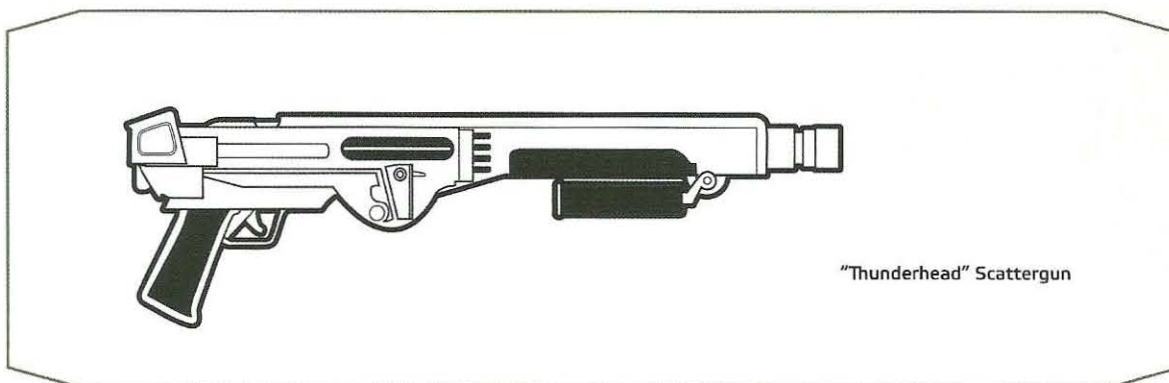
Loud, heavy, and dangerous, the Model 134a is the heaviest portable slugthrower produced by Czerka. Known colloquially as the "Buzzsaw," thanks to the noise it makes when fired, this weapon is a belt-fed, six-barreled rotary cannon that fires thousands of rounds per second and can chew up infantry formations and light vehicles with ease. Power and ammunition are fed to the weapon via reinforced belts and cables from a backpack that carries the power pack and a sizeable load of small-caliber ammunition. Thanks to their weight and prodigious recoil, it takes quite a bit of strength and stamina to effectively use these weapons, and they are typically supported by a bipod or sling while being fired. In addition to their weight, noise, and recoil, Buzzsaws consume immense amounts of ammunition and have a nasty tendency to overheat and jam when fired for extended periods of time.

The Model 134a can only be fired using the Auto-fire quality. Game Masters may spend ☉ or ☉☉☉ to have the weapon overheat and jam. When a Buzzsaw jams, the user must perform a maneuver to clear the jam before it can be fired again.

RGL-318 ROTARY GRENADE LAUNCHER

Grenade launchers are some of the most versatile weapons available on the market. The ability to chamber various types of offensive, defensive, and less-lethal rounds allows a shooter to react quickly to the vagaries of the galaxy's battlefields. The RGL-318, by Locris Syndicates, is a highly respected weapon that has been in service for decades in militaries and law-enforcement agencies throughout the galaxy. A big, intimidating weapon, the RGL-318 is roughly carbine-sized, with a short, wide barrel and a folding stock.





"Thunderhead" Scattergun

A rotating cylinder mounted forward of the trigger carries six grenades and can be loaded one chamber at a time or dropped and instantly replaced with a fresh cylinder.

The weapon's listed price does not include ammunition. Grenades for the RGL-318 cost the same as equivalent hand grenades, but many dealers offer a 50-percent discount on cases of six. Any type of grenade can be chambered by the RGL-318, but the grenades must be specifically made to be fired from a grenade launcher. Launcher grenades cannot be thrown. The listed profile represents an RGL-318 loaded with standard frag grenades.

MODEL 4 "THUNDERHEAD" SCATTERGUN

The Model 4 Thunderhead by Czerka is a relatively new entry into the galactic arms market. Designed as a competitor to Adostic Arms' 8-gauge "AA8" scattergun, the Thunderhead is the latest word in close-quarters combat weaponry. Based on an ancient and simple slug-throwing technology, the Thunderhead is a rifle-sized, semiautomatic, smoothbore weapon that fires clouds of small ferroalloy pellets instead of bolts, slugs, or other traditional projectiles. When used in enclosed spaces, such as ship compartments, building corridors, and the like, these weapons are extremely effective against both unarmored and lightly armored targets.

Unlike the AA8, which relies on a large-bore shell with a large number of inert pellets, the Model 4 uses a smaller shell that is packed with tiny explosive pellets. This makes

for a smaller, easier-to-handle weapon than the AA8, with a lighter recoil and increased ammunition capacity. It also gives the weapon the ability to crack open light armor and vehicles and take down powerful beasts like gundarks and rancors. Czerka also sells a variety of different ammo types for the Thunderhead—everything from flechette rounds to inert shot to non-lethal gel rounds—providing users with a great amount of versatility on the battlefield.

MELEE WEAPONS

Members of the ancient Jedi Order were masters of close combat. Whether with their trademark lightsabers, common blades, or even feet and fists, the Jedi were deadly melee fighters. Following is a selection of melee weapons appropriate for use by Warriors in the tradition of the Jedi.

DOUBLE-BLADED VIBROSWORD

Extraordinarily difficult to wield and as dangerous to an untrained user as to their enemy, double-bladed vibroswords are a rare variant of the more familiar vibrosword. A double-bladed vibrosword consists of an extended hilt with full-length blades mounted at each end, for an overall length of up to three meters. In the hands of a skilled user, a double-bladed vibrosword is a deadly weapon perfectly suited to dueling multiple opponents.

A double-bladed vibrosword requires two hands to wield.

TABLE 2-2: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Double-Bladed Vibrosword	Melee	+2	2	Engaged	4	3	1,300	6	Defensive 1, Linked 1, Pierce 2, Vicious 1, Unwieldy 3
Riot Shield	Melee	+0	6	Engaged	5	1	300	4	Cumbersome 3, Defensive 2, Deflection 2, Disorient 1
RS01 "Ripper" Powersword	Melee	+3	2	Engaged	4	3	1,050	6	Cumbersome 3, Pierce 2, Sunder, Knockdown, Vicious 2
Shockprod Staff	Melee	7	3	Short	4	3	1,500	7	Disorient 2, Stun setting

RIOT SHIELD

Security, police, and military forces often use large shields of duraplast, betaplast, or lightweight composites. Although the primary purpose of such shields is to protect the user from lightly armed aggressors in crowd-control situations, they can be equally effective in almost any battle. Some Warriors prefer shields crafted of more traditional materials; such shields can be just as effective, if more cumbersome to wield.

Riot shields require one hand to wield, and so can only be used with pistols and one-handed melee weapons. Some riot shields incorporate a slot or mag lock to allow the user to support a Ranged (Heavy) weapon with the shield itself (allowing a character to fire the weapon one-handed while wielding the riot shield in their other hand). A riot shield with this feature costs an additional 100 credits and has no hard points. Firing a rifle locked to the shield in this way is somewhat cumbersome, and adds ■ to combat checks the user makes with either weapon.

RS01 "RIPPER" POWERSWORD

Powerswords are large, heavy vibroswords equipped with high-output vibrofield generators that allow them to cleave through most materials. Many also feature monomolecular edges, serrated blades, or other performance-enhancing modifications that improve their balance or killing power. SoroSuub's RS01 Ripper is a massive, two-handed weapon with a straight, single-edged blade like a great cavalry saber. Designed more for heavy, chopping blows than for dueling or precision work, the RS01 is designed as much for intimidation as it is for fighting. It is commonly associated with enforcers and other unsavory characters who may or may not have something to prove, and has therefore gained a reputation as a clumsy and brutish weapon.

A powersword requires two hands to wield.

SHOCKPROD STAFF

The shockprod staff is the universally recognized symbol of the ancient tradition of Gand findsmen. Roughly as tall as a full-grown Gand, the shockprod staff is constructed of various alloys and equipped with a small, high-output power cell that generates a strong stun field. The top of the staff branches into a "V" shape. Electrodes at the tip of each branch focus the stun field and can be used to trap

individuals or herd them wherever a findsman needs them to go. The staff can also fire a bolt of energy up to a few meters away, allowing the user to catch targets unaware or incapacitate particularly dangerous marks at a safe distance. Shockprod staffs are handmade by Gand findsmen and presented to new findsmen when they are initiated. Those that are available on the galactic arms market have been stolen, or looted from fallen Gands.

A shockprod staff requires two hands to wield.

LIGHTSABERS

For thousands of years, the lightsaber has been an icon of the Jedi Order. Yet, lightsabers are also the weapon of choice of the Jedi's ancient enemies, the Sith, and no sentient can say what forgotten orders of Force users might have wielded the weapon over the millennia.

BROADSABER

Through specialized focusing lenses and emitters, this lightsaber hilt produces a blade that is broader and flatter than a standard lightsaber's cylindrical blade, lending it a profile closer to that of a traditional metal sword. This form provides a larger overall surface for the massless plasma blade, while forgoing the advantages of a truly omnidirectional cutting edge. Broadsabers never gained much popularity among the Jedi Order, with many masters dismissing the variant as less elegant than other lightsabers. However, broadsabers lend themselves well to the techniques of Shii-Cho, grounded as those are in traditional swordplay, and so the variant found some use among masters of Form I.

This weapon's profile in **Table 2-3: Lightsabers** on page 45 represents a broadsaber hilt containing an unmodded Ilum crystal (see page 197 of the **FORCE AND DESTINY** Core Rulebook). This crystal occupies two of the weapon's hard points.

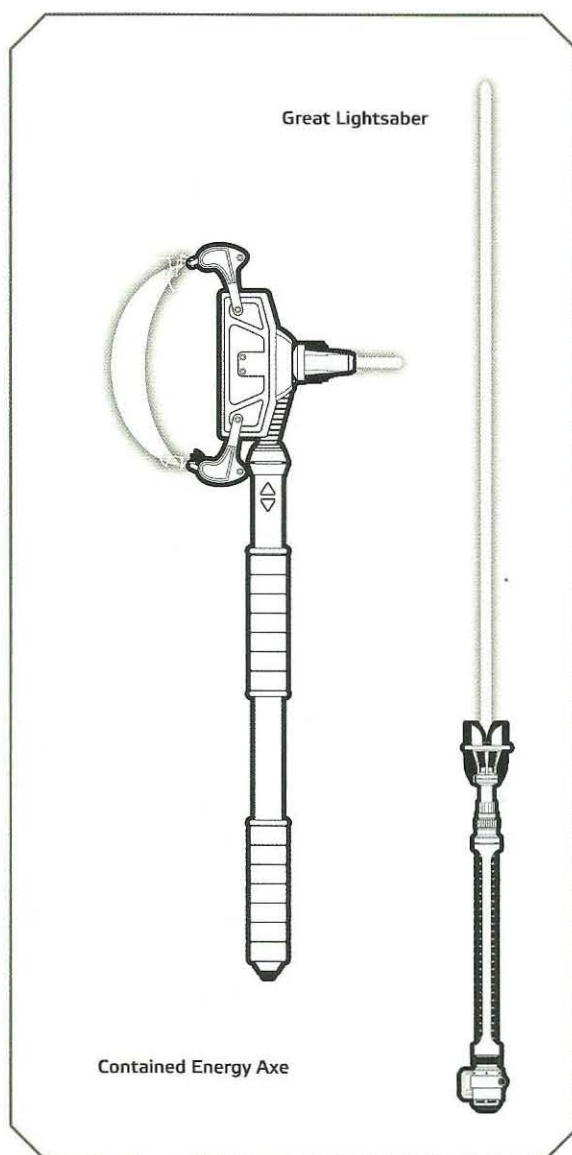
When installing a lightsaber crystal into a broadsaber, increase the damage of that lightsaber crystal by 1.

CONTAINED ENERGY AXE

Until activated, a contained energy axe is easily mistaken for a common vibro-axe. However, rather than relying on ultrasonic vibrations for its cutting power, a contained energy axe houses a diatium power generator that, when



Double-Bladed Vibrosword



activated, produces a magnetically contained energy blade along the edge of the axe head. While the hefty axe relies on raw strength to inflict much of its damage, the addition of a centimeter of coherent plasma along its cutting edge allows the weapon to slice through nearly any material with ease.

A contained energy axe can use appropriate Melee weapon attachments, but not lightsaber attachments.

GREAT LIGHTSABER

Great lightsabers are oversized lightsabers built for use by individuals with large, powerful frames. Heavy, often awkward and difficult-to-use weapons, they feature reinforced hilts with heavy-duty power and emitter systems that produce blades in excess of two meters long. Their heavier hilts and more powerful blades, combined with the natural strength of their intended users, make these massive lightsabers even more potent and deadly than their smaller cousins. Because

great lightsabers are built for large and powerful beings, individuals of human size or smaller find it difficult to wield one with any kind of effectiveness.

This weapon's profile in **Table 2-3: Lightsabers** on page 45 represents a great lightsaber hilt containing an unmodded Ilum crystal (see page 197 of the **FORCE AND DESTINY** Core Rulebook). This crystal occupies two of the weapon's hard points.

When installing a lightsaber crystal into a great lightsaber, increase the damage of that lightsaber crystal by 1.

LIGHTFOIL

Lightfoils are small lightsabers with hilts comparable in size to those of shotos. Lightfoils differ from shotos in that they feature slimmer, longer blades. While shotos are often used in pairs, lightfoils are designed for use alone, having a small grip that accommodates a single hand. The first lightfoils were said to have been creations of the early Sith. They likely arose alongside the Makashi form, as the weapons are perfectly suited to dueling. Among the Jedi, lightfoils largely fell out of use in favor of shotos by the time of the Clone Wars.

This weapon's profile in **Table 2-3: Lightsabers** on page 45 represents a basic lightfoil hilt containing an unmodded Ilum crystal (see page 197 of the **FORCE AND DESTINY** Core Rulebook). This crystal occupies two of the weapon's hard points.

When installing a lightsaber crystal into a lightfoil, reduce the damage of that lightsaber crystal by 1.

GRENADES

A staggering variety of grenade types are available throughout the galaxy. From the basic anti-infantry fragmentation grenade to more exotic ordnance like plasma grenades and thermal detonators, grenades offer great versatility and flexibility on the battlefield. Thrown grenades, the most common type, are equipped with a multimode detonator that can detonate the grenade on impact, up to three rounds after activation, or upon the release of a pressure switch.

The grenades used by grenade launchers are simply launchable versions of standard thrown grenades. When the wielder chambers a different type of grenade, the grenade launcher uses that grenade's damage and critical rating instead of its own and gains all of the new grenade type's item qualities, such as Breach, Burn, Pierce, etc.

CONCUSSION GRENADE

Concussion grenades are powerful offensive grenades used by frontline assault troops to clear trenches, bunkers, and other emplacements. When they detonate, concussion grenades create a lethal blast that shatters structures and kills targets nearly instantly at the blast point. The resulting shockwave incapacitates targets within the grenade's blast radius, allowing troops to easily mop up survivors.

If a concussion grenade's Disorient quality is activated, it affects all characters within short range of the target.

TABLE 2-3: LIGHTSABERS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Lightsabers									
Broadsaber	Lightsaber	7	2	Engaged	1	2	(R) 11,000	10	Breach 1, Sunder, Unwieldy 3
Contained Energy Axe	Lightsaber	+3	2	Engaged	4	3	7,500	8	Breach 1, Cumbersome 3, Sunder, Vicious 3
Great Lightsaber	Lightsaber	7	2	Engaged	2	3	(R) 12,000	10	Breach 1, Cumbersome 3, Sunder
Lightfoil	Lightsaber	5	2	Engaged	1	1	(R) 9,850	10	Breach 1, Defensive 2, Sunder
Lightsaber Hilt									
Broadsaber Hilt	Lightsaber	0	–	Engaged	1	4	600	6	Unwieldy 3
Great Lightsaber Hilt	Lightsaber	0	–	Engaged	2	5	700	6	Cumbersome 3
Lightfoil Hilt	Lightsaber	0	–	Engaged	1	3	350	6	Defensive 2

Models Include: SoroSuub LXR-6 Concussion Grenade, Mier-Lang V-59 Concussion Grenade.

INCENDIARY GRENADE

Highly restricted and banned on most civilized worlds, incendiary grenades are anti-personnel grenades that cause damage with fire and heat rather than with an explosive charge. A typical incendiary grenade is filled with a sticky, volatile gel that bursts into flames upon contact with oxygen or when catalyzed by the grenade's small explosive charge. When incendiary grenades detonate, the burning gel sticks to enemy troops and structures alike, causing terrible wounds and starting fires throughout the blast radius.

Models Include: Wynz-Tek Mk IV Firestorm, Merr-Sonn D-24 Inferno Grenade.

ION GRENADE

Ion grenades are anti-materiel weapons that use powerful electromagnetic pulses to wreak havoc on electrical and computer systems. Especially dangerous to droids, ion grenades are also useful against vehicles, deflector shields, automated turrets, and other unshielded equipment. Despite their utility, ion grenades are indiscriminate and just as likely to damage or incapacitate a user's equipment or droid companions as those of the enemy.

Models Include: Merr-Sonn V-6 Haywire Grenade, Kirgo Blastworks RPR9 Ion Grenade.

PLASMA GRENADE

Essentially bottled blaster bolts, plasma grenades use blaster technology to deliver a powerful, searing blast within a large radius. Instead of volatile chemicals or explosive

compounds, plasma grenades are filled with highly pressurized blaster gas. When activated, a simple XCiter unit energizes the gas, and after a short delay, a low-powered laser charge detonates the energized gas, causing a massive explosion similar in appearance and effect to a blaster bolt.

Models Include: SoroSuub FlashFire Mk IX, Kirgo Blastworks NOVA40 Plasma Grenade.

SONIC GRENADE

Rare and extremely deadly, sonic grenades use powerful sound generators, rather than explosives or other chemicals, to cause damage. Ostensibly anti-materiel ordnance, sonic grenades can shatter the thickest glass, crack ferrocrete, crumple light alloys, and otherwise cause tremendous damage to structures and equipment. Against enemy forces, sonic grenades cause extreme, debilitating pain at a distance and can inflict permanent damage at the point of impact.

Models Include: Krupx Munitions Groundshaker 7, Imperial Munitions M880 Sonic Grenade.

PORTABLE MISSILES

Like grenades, portable missiles come in a wide variety of types to fit nearly every possible tactical situation. The standard-issue missile for most missile tubes is a small, high-output, all-purpose proton missile designed to work well in air-to-air and ground-to-air roles. To increase their versatility, missile tubes can be loaded with any of the following missiles, allowing a user to tailor ordnance to current needs.

A missile tube loaded with specialty warheads uses the new missile's damage and critical rating instead of its own. It also replaces the Blast, Breach, Burn, Concussive, Disorient, Ensnare, Guided, and Pierce item qualities (if it had them) with those listed in the new missile's profile.

TABLE 2-4: EXPLOSIVES AND ORDNANCE

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Grenades									
Concussion	Ranged (Light)	10	5	Short	1	0	(R) 100	5	Blast 8, Concussive 2, Disorient 5, Limited Ammo 1
Incendiary	Ranged (Light)	8	3	Short	1	0	(R) 125	6	Blast 5, Burn 3, Limited Ammo 1
Ion	Ranged (Light)	10	5	Short	1	0	65	4	Blast 7, Disorient 5, Limited Ammo 1, Stun Damage (Droid Only)
Plasma	Ranged (Light)	12	3	Short	1	0	125	6	Blast 10, Limited Ammo 1
Sonic	Ranged (Light)	10	4	Short	1	0	(R) 250	6	Blast 8, Disorient 5, Limited Ammo 1, Stun Damage
Missiles									
Concussion	Gunnery	14	4	Extreme	—	0	200	8	Blast 10, Concussive 3, Disorient 5, Guided 2
Fragmentation	Gunnery	12	4	Extreme	—	0	75	7	Blast 12, Guided 3
High-Explosive	Gunnery	18	3	Long	—	0	(R) 200	6	Blast 6, Breach 2, Guided 2
Incendiary	Gunnery	10	3	Extreme	—	0	(R) 145	7	Blast 10, Burn 3, Guided 2

CONCUSSION MISSILE

Concussion missiles, like their grenade cousins, kill at impact with a powerful explosion and incapacitate at range with punishing shock waves. Designed primarily for anti-personnel and light anti-vehicle use, concussion missiles are marketed throughout the galaxy as multiuse ordnance.

When a concussion missile's Disorient quality is activated, it affects all characters within short range of the target. If the Concussive quality is activated, it affects all characters engaged with the target.

Models Include: Kessler J8Q-128 Finbat Missile, Dymek Mk 1/S Light Anti-Armor Missile.

FRAGMENTATION MISSILE

Fragmentation missiles are, for the money, the best anti-personnel ordnance available on the galactic arms market. Designed for use against large formations of unarmored and lightly armored troops, frag missiles deal their damage with razor-sharp shrapnel. A warhead typically consists of a small, high-explosive charge wrapped in nearly a kilometer of wire and enclosed in a frangible case. When the warhead detonates, it spreads razor-sharp wire fragments and case splinters liberally around the point of impact, causing incredible damage to anyone caught in the area of effect.

Models Include: Merr-Sonn C-88, SoroSuub Mk XVIII Anti-Personnel Missile.

HIGH-EXPLOSIVE MISSILE

High-explosive missiles use powerful shaped-charge warheads that give infantry long-range light anti-armor capabilities. While they are primarily designed to destroy armored vehicles, HE missiles are also very effective against fortifications and weapon emplacements.

Models Include: Kirgo Blastworks AA4 Light Anti-Armor Missile, SoroSuub Mk VIII Lancer AA Missile.

INCENDIARY MISSILE

Incendiary missiles are powerful, frightening weapons that are described by many galactic military analysts as "a war crime in a bottle." Like incendiary grenades, these missiles are packed with a thick, volatile gel that bursts into flame when exposed to oxygen or when activated by a small explosive charge. The chemicals contained in the missile's warhead stick to nearly anything and burn at incredible temperatures capable of turning whole infantry formations to ash in the blink of an eye.

Models Include: Merr-Sonn C-908 Incendiary Missile, Kirgo Blastworks Firebolt AP Missile.

NEW ARMOR

The effectiveness of armor on the modern battlefield is a hotly contested subject among those who make a living in or around military forces. With the prevalence of high-powered energy weapons, mass drivers, and other, more exotic weapons that can pierce shields and do terrible things to flesh and bone, body armor often provides more of a sense of safety than any actual physical protection. Many professional Warriors believe that any protection, real or imagined, is worth the credits, however, and for these individuals, a good suit of armor is a necessary addition to their equipment.

ANCIENT BATTLE ARMOR

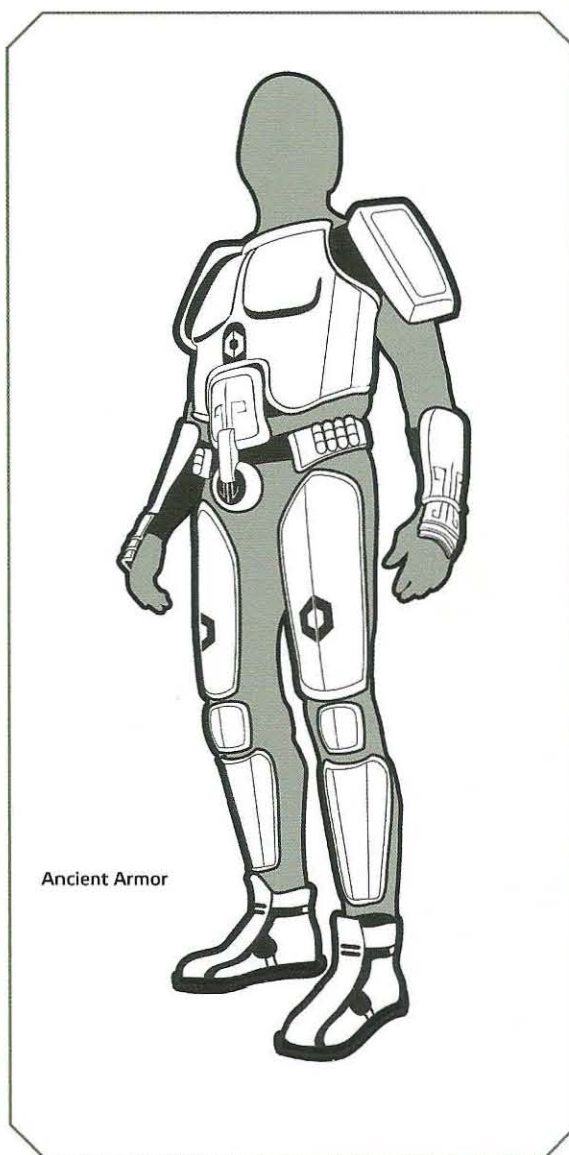
The precursors of the ancient Jedi faced much more primitive weapons than lightsabers and blasters, and so found heavy combat armor to be more worthwhile than did later generations. Although most such suits were destroyed in battle or by the passage of the millennia, on rare occasions, archaeologists or construction droids uncover ancient suits of metal armor in buried or forgotten ruins. With generous cleaning and repair work, this kind of ancient armor can prove serviceable, if heavy and burdensome. Some claim that such armor is effective against even modern blasters when worn by an individual strong in the Force, although weapon developers and metallurgists dismiss such stories.

While worn by a character with a Force rating of 1 or higher, ancient battle armor gains Defense 1.

MK I KATARN-CLASS COMMANDO ARMOR

Katarn-class armor was originally designed for use by clone commandos during the Clone Wars. Named for a dangerous predatory beast native to Kashyyyk, this is one of the most advanced suits of heavy combat armor ever produced.

Each set of armor consists of a fully enclosed, environmentally sealed duraplast suit worn over an insulated, breathable, ballistic-fiber bodysuit. The armor is effective against most portable infantry weapons, light ordnance, shrapnel, and even light vehicle-mounted weapons like auto-blasters and light laser cannons. It is resistant to heat, cold, toxins, radiation, and other hazardous environments and features reinforcements at strategic points such as the neck, spine, and forearms to protect against blasts and impacts. The helmet is equipped with an integrated combat scanner, an encrypted communications suite, and an on-board combat computer that monitors the physical conditions of the wearer and any nearby allies wearing Katarn-class armor.



Ancient Armor

It also has an integrated breath mask and an on-board oxygen supply good for six hours of heavy combat.

In addition to its numerous on-board systems, Katarn-class armor can be equipped with a modular backpack system that can be tailored to various battlefield roles. Special plug-in modules provide long-range comms, medpacs, extended oxygen supplies, and even power generation.

TABLE 2-5: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Ancient Battle Armor	0	2	3,750	6	1	9
Mk I Katarn-class Commando Armor	1	2	(R) 6,500	4	3	8
Phase I ARC Trooper Armor	1	2	(R) 5,000	4	2	8

A full suit of Katarn-class armor provides a wearer with all the benefits of a combat scanner (see page 49) and a breath mask (page 188 of the **FORCE AND DESTINY** Core Rulebook), and increases the wearer's encumbrance threshold by 3. In addition, the suit's systems remove ■ from all Perception and Survival checks made by the wearer.

PHASE I ARC TROOPER ARMOR

Worn by the Grand Army of the Republic's elite Advanced Recon Commandos, Phase I ARC armor filled a gap between standard clone trooper armor and the heavy, highly advanced Katarn-class armor. Like the clone trooper armor from which it is derived, Phase I ARC armor is a full suit of plastoid armor worn over a formfitting bodysuit. It has heavier armor on the forearms, thighs, and chest, and an advanced helmet that features a hardened long-range comlink. A skirtlike kama made from advanced armored textiles is worn around the waist, providing extra protection to the legs and groin, and each suit is equipped with a built-in load-bearing harness and a survival pack.

The various systems built into Phase I ARC trooper armor remove ■ from all Perception checks made by the wearer and provide all the benefits of a hardened comlink (see page 49). In addition, the integrated load-bearing harness increases the wearer's encumbrance threshold by 3.

NEW LIGHTSABER ATTACHMENTS

Perhaps no weapon is as personal to a Warrior as a lightsaber. Jedi tradition required Padawans to construct their own lightsabers. Even today, those Force users who wield a lightsaber take great care in maintaining the weapon and modifying it to suit their needs.

CRACKED JEDHA CRYSTAL

When a terrible mining accident destroyed Jedha City, the galaxy lost one of the last known sources of kyber crystals. The crystals produced on Jedha held great spiritual significance for the Jedi, the Church of the Force, and a number of other religious traditions. Jedha crystals were among the most popular kyber crystals for the Jedi. As a practical matter, Jedha crystals produce focused, potent lightsaber blades, but many Jedi valued the knowledge that their lightsaber housed an artifact from Jedha. For those who seek to follow in the Jedi's path, kyber crystals have become vanishingly rare in recent years. However, a small number of Jedha crystals have been recovered from the ruins of Jedha City. Unfortunately, many of these crystals are cracked and damaged, producing unstable, ragged lightsaber beams.

TABLE 2-6 LIGHTSABER ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Cracked Jedha Crystal	(R) 8,000	—	3	7
Flickerphase Blade	5,000	—	1	4
Reinforced Magnetic Shielding	4,000	—	1	5

Models Include: None.

Base Modifiers: Installing this crystal changes a lightsaber's damage to 7 and critical rating to 3, and the lightsaber gains the Breach 1, Inaccurate 2, Sunder, and Vicious 1 qualities. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating.

Modification Options: 3 Item Quality (Vicious +1) Mods, 2 Damage +1 Mods, 1 Item Quality (Inaccurate -1) Mod, 1 Decrease the weapon's critical rating by 1 to a minimum of 1 Mod.

Hard Points Required: 3.

Price: (R) 8,000 credits.

FLICKERPHASE BLADE

Considered dishonorable and unsporting by most Jedi, so-called flickerphase modifications were never widely adopted. With a few simple modifications, a lightsaber can be made to intermittently and randomly ignite and extinguish its blade, making it appear to flicker on and off. While this unpredictable element adds some difficulty for the wielder, it is almost impossible for an opponent to time blocks and parries effectively.

Models Include: None.

Base Modifiers: Decrease the lightsaber's damage by 2 and add the Inaccurate 2 quality (or increase the existing quality by 1). When attacking with this lightsaber, targets cannot use the Parry incidental to reduce the damage of the attack.

Modification Options: 1 Item Quality (Inaccurate -1) Mod, 1 Damage +1 Mod.

Hard Points Required: 1.

Price: 5,000 credits.

REINFORCED MAGNETIC SHIELDING

A delicately tuned magnetic field maintains the coherency of a lightsaber's plasma beam. Though this modification increases the strength of a lightsaber's magnetic shielding, the blade takes on some of the qualities of a solid weapon. With this modification, the wielder gives up some of the lightsaber's legendary penetrative capacity in order to deliver punishing electromagnetic impacts.

Models Include: None.

Base Modifiers: The lightsaber loses the Breach quality and gains the Concussive 1, Knockdown, and Pierce 1 qualities.

Modification Options: 1 Item Quality (Concussive +1) Mod, 2 Item Quality (Disorient +1) Mods, 1 Item Quality (Pierce +1) Mod.

Hard Points Required: 1.

Price: 4,000 credits.

NEW GEAR

Warriors need very little in the way of extraneous battle gear. For the most part, they make do with their lightsaber, a reliable blaster, and their natural abilities. For those times when more is required to get the job done, a galaxy of equipment exists to assist Warriors in their work.

COMMUNICATIONS AND DETECTION DEVICES

For Warriors who rely on their brothers and sisters in arms, good, secure lines of communication are key to victory.

COMBAT SCANNER

Typically built into a helmet or a pair of goggles, combat scanners provide users with indispensable real-time battlefield data. They combine all the features of a general purpose scanner with a powerful mapping and navigation suite, mission data readouts, and a secure, long-range comlink. In addition, many offer 360-degree optical and audio sensors, various optical enhancements such as passive night vision, thermal imaging, infrared sensors, motion and material sensors, and even data links that can stream data directly to nearby communications devices or other combat scanners.

Combat scanners remove ■■ added to the user's checks due to darkness. Enemies add ■■ to any checks they make to intercept or decrypt data broadcast from the unit.

Models Include:
Fabritech AF-q.1a Squad Support Scanner, Chedak ADC Mk II Battlefield Data Suite.

HARDENED COMLINK

Larger, sturdier, and more powerful than standard handheld comlinks, these military-grade communication devices are built to withstand the rigors of battlefield use. A typical hardened comlink features satellite uplink capability, a signal booster to improve broadcast strength, shielded circuits, and integrated active encryption and is housed in impact- and weather-proof casing.

The integrated systems of a hardened comlink add ▼ to any checks made to decode its transmissions, and automatic ✱ to any checks the user makes to break through a comms jammer.



Models Include: TaggeCo Shockhold Hardened Comlink, Naboo Technologies Secure-A3 Comlink.

SURVIVAL

Warriors do not always need to bother themselves with the minutiae of surviving in the wilderness. Unlike scouts and other more wilderness-oriented individuals, Warriors tend to operate among civilization or on brief excursions, and with at least some support. Those who find themselves stranded or fighting extended, guerrilla-style skirmishes on backwater worlds in the Outer Rim often find themselves relying on specialized gear to use the land to their advantage.

CONDENSER

Condensers use vaporator technology to provide both fresh water and a smokeless heat source in one portable package. Sold by any of a number of companies, a typical condenser consists of a two-liter alloy bottle topped by a powered condenser unit. When activated, the condenser pulls ambient moisture from the air by means of supercooled coils and collects it in the bottle. The coils can also be heated to temperatures suitable for boiling water and other small-scale camp cooking. A condenser can collect enough water each day to sustain a single individual, and its power cell lasts roughly six months.

Models Include: SurvivalGear Portable Vaporator, TaggeCo Pocket Condenser.

CAMOUFLAGE NETTING

Used to hide everything from campsites to supply caches to parked starships, camouflage netting is a necessary piece of equipment for the Warrior operating in the field. Built from high-tech photoreactive textiles, camouflage netting uses a simple, solar-powered optical camouflage system to mimic its surroundings. Some types of camo netting also include a passive sensor-jamming weave that acts as an effective countermeasure against general sensor sweeps.

Camouflage netting adds automatic \blacktriangledown to all checks made to detect items concealed by it. One roll of camo netting can conceal a single object up to silhouette 2, two rolls can conceal an object up to silhouette 3, and three rolls can conceal an object up to silhouette 4. Objects silhouette 5 and higher are too large to be effectively concealed.

Models Include: Fabritech CN-15 Camouflage Netting, SoroSuub BLR-14 Concealment System.

ENTRENCHING TOOL

The modest and versatile entrenching tool is one of the most critically important tools in a Warrior's kit. Little more than a folding, short-handled shovel with a reinforced blade, entrenching tools are used for a number of important battle-field tasks, such as building fortifications and clearing debris. They can, in a pinch, be used as an improvised weapon.

Besides allowing the user to dig holes and trenches, an entrenching tool counts as a small improvised weapon that

TABLE 2-7: GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
Communications Equipment			
Combat Scanner	2,000	1	6
Hardened Comlink	450	3	4
Survival Gear			
Condenser	300	2	2
Camouflage Netting (one roll)	100	4	2
Entrenching Tool	20	1	1
Portable Shelter	200	2	2
Training Weights	100	3	3

deals +2 damage, has a critical rating of 4, and does not break due to \otimes or \otimes .

Models Include: Various models.

PORTABLE SHELTER

Portable shelters come in a variety of styles and sizes. A typical unit is a two- to four-person tent made of di-chrome and synthetic mesh weave that sets up in less than a minute and collapses to a package no larger than a datapad. Most are insulated against extremes of heat and cold, and many are equipped with water-reclamation systems, passive sensors, ballistic mesh or energy dissipation weave, and numerous other systems designed to protect the shelter's inhabitants.

Models Include: Adventure Hiker and Hunter DuraShelter, Pretormin PlasTent.

TRAINING WEIGHTS

Many Warriors wear weighted bracers or anklets when training. This added weight and resistance not only helps the Warrior to build muscle, but also better prepares them to fight in difficult circumstances such as high-gravity environments. High-end models may incorporate an onboard computer that tracks the user's activity and even sets fitness goals. Some Warriors wear training weights in decidedly real—and potentially lethal—combat situations, although this contradicts all manufacturer specifications.

A character wearing one or more training weights adds \blacksquare to all Brawn- and Agility-based checks, and to all combat checks. If a character wears training weights throughout a game session, increase the amount of XP the character receives for the session by 1. At the GM's discretion, a character wearing training weights may not receive this additional XP if they did not make any checks affected by the weights during the session.

Models Include: TaggeCo TruFit System, Sidyne M2 Smart-trainer.

NEW DROIDS

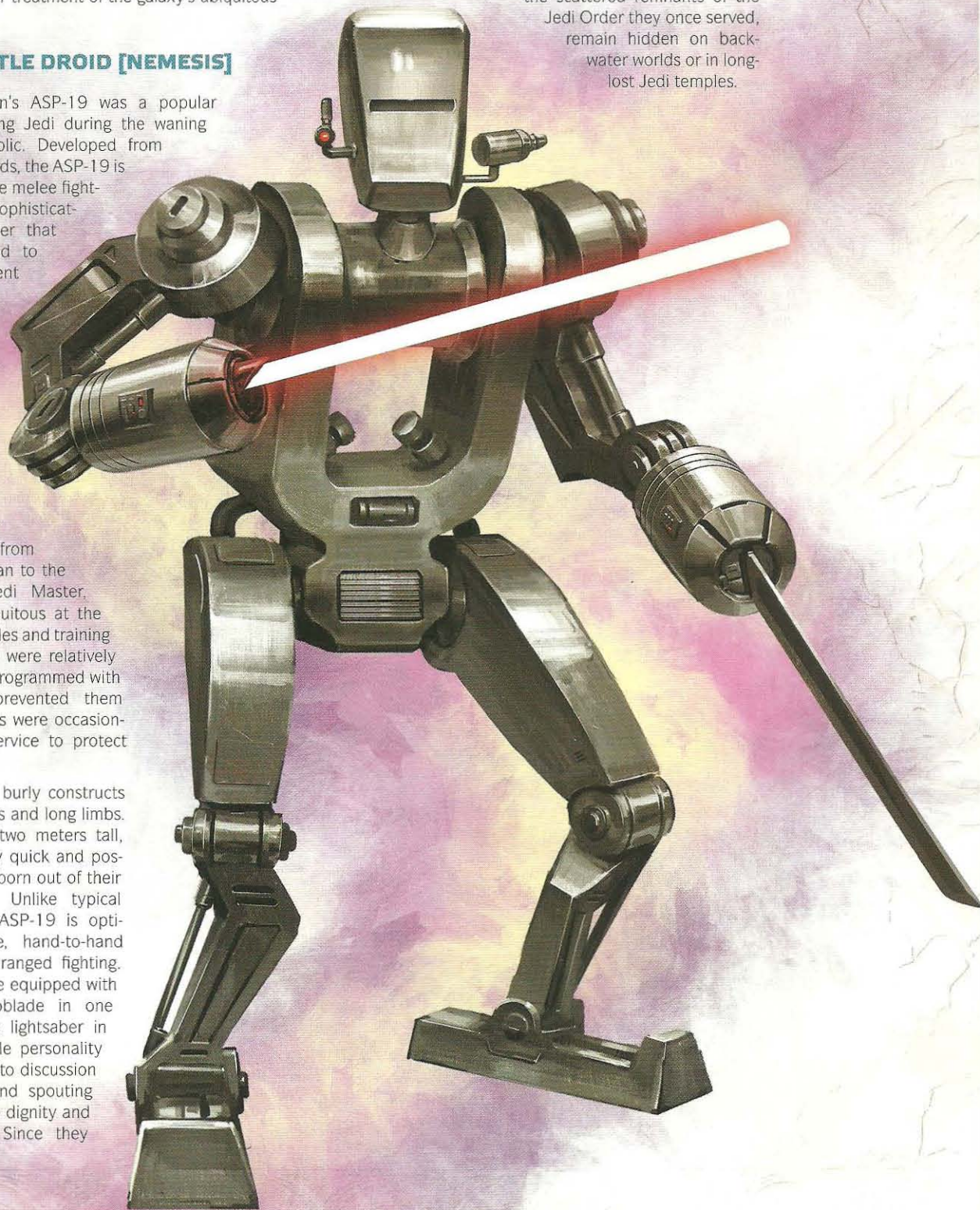
Throughout its history, the Jedi Order had a complicated relationship with droids. Much was made of the moral and ethical hazards of droids, and many Jedi failed to follow their own principles in their treatment of the galaxy's ubiquitous artificial citizens.

ASP-19 BATTLE DROID [NEMESIS]

Industrial Automaton's ASP-19 was a popular sparring droid among Jedi during the waning years of the Republic. Developed from ASP-series labor droids, the ASP-19 is a surprisingly capable melee fighter equipped with a sophisticated combat computer that can be programmed to approximate different Jedi fighting styles. In addition, the difficulty of the ASP-19's training routines can be adjusted up or down to better match the abilities of the trainee. The Jedi Order used these droids for training Jedi of all levels, from the greenest Padawan to the most venerated Jedi Master, and they were ubiquitous at the order's various temples and training facilities. While they were relatively simpleminded and programmed with subroutines that prevented them from killing, ASP-19s were occasionally pressed into service to protect their temples.

ASP-19s are tall, burly constructs with broad shoulders and long limbs. Standing just over two meters tall, they are deceptively quick and possess a raw strength born out of their labor droid roots. Unlike typical battle droids, the ASP-19 is optimized for up-close, hand-to-hand combat instead of ranged fighting. To that end, they are equipped with a retractable vibroblade in one arm and a training lightsaber in the other. What little personality they have is limited to discussion of fighting forms and spouting platitudes about the dignity and honor of dueling. Since they

were discontinued nearly four decades ago, ASP-19s are extremely rare and are often destroyed on sight by Imperial personnel. Those that survive, like the scattered remnants of the Jedi Order they once served, remain hidden on backwater worlds or in long-lost Jedi temples.



4	4	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
6	16	12	2	0	

Skills: Brawl 2, Coercion 3, Lightsaber 2, Melee 2, Ranged (Heavy) 2, Vigilance 3.

Talents: Adversary 1 (upgrade the difficulty of all attacks made against this target once), Feint 2 (after missing a target with a Brawl, Lightsaber, or Melee check, spend ☉ or ☉☉ to upgrade the difficulty of the opponent's next combat check against the character twice).

Abilities: Breakaway Systems (reduce the difficulty of any Mechanics or Computers checks made to repair this droid by one, to a minimum of Easy (◆)), Difficulty Setting (a character may perform a maneuver to adjust the droid's Brawl, Melee, and Lightsaber skills to a minimum of 1 or maximum of 3), Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Retractable vibroblade (Melee; Damage 6; Critical 2; Range [Engaged]; Defensive 2, Pierce 3, Vicious 1), training lightsaber (Lightsaber; Damage 6; Critical —; Range [Engaged]; Stun Damage).

SR-SERIES SCOUT/ OBSERVATION DROID [RIVAL]

SR-series droids are produced by TransTech Droidworks for use as scouts and forward observers. Based on TTD's civilian S-series survey droid, the SR-series was designed primarily to assist artillery and close air support units by seeking out distant targets and relaying location and targeting data back to base.

SRs are small, unassuming, non-humanoid droids with a dome-shaped body studded with photoreceptors and long-range targeting systems. The underside of the droid's body houses a small, high-output repulsorlift generator and four retractable manipulators for fine-detail work. Their bodies are coated with an optical camouflage system that allows them to blend in with their surroundings, and they have an encrypted, long-range comms suite that allows them to transmit voice and data quickly and securely to allies.

When in the field scouting or observing targets, SR-series droids are almost completely silent. Once back at base, however, they tend to chatter away endlessly at anyone unlucky enough to be in earshot. This is especially pronounced following an extended deployment.

2	3	3	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
4	13	0	0		

Skills: Athletics 2, Computers 3, Knowledge (Warfare) 3, Perception 4, Ranged (Heavy) 2, Stealth 4, Vigilance 3.

TABLE 2-8: DROIDS

Droid Type	Price	Rarity
ASP-19 Battle Droid	(R) 80,000	9
SR-series Scout/ Observation Droid	(R) 13,000	6
WSW Mk III "Harrier" Combat Remote	(R) 6,000	6

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Flyer (can fly; see page 208 of the **FORCE AND DESTINY** Core Rulebook), Forward Observer (while observing a target, the SR-series droid may perform a maneuver to upgrade the ability of the next Gunnery or Ranged [Heavy] check an ally makes this turn against that target), Optical Camouflage System (when activated, the OCS upgrades the ability of all Stealth checks the SR-series droid makes twice).

Equipment: Blaster scout carbine (Ranged [Heavy]; Damage 6; Critical 3; Range [Medium]; Auto-fire, Stun setting), onboard optical camouflage system, onboard optics/observation suite, onboard comms suite with holotransceiver.

WSW MK III "HARRIER" COMBAT REMOTE [MINION]

The WSW Mk III "Harrier" is a combat and training remote produced by Cybot Galactica. Roughly a meter across, these small droids are near-mindless drones that resemble small, stylized airspeeders. Shockingly aggressive and quite dangerous in groups, these constructs are deployed in en masse to overwhelm a target by sheer force of numbers. Even a single Harrier is a dangerous opponent, as it is quick and remarkably heavily armed, with a custom repeating blaster. Harriers can also be used as training remotes, as they possess built-in training software and a stun blaster that is used in place of the more lethal repeating blaster.

1	3	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
3	8	0	0		

Skills (group only): Perception, Ranged (Heavy), Ranged (Light), Vigilance.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Flyer (see page 208 of the **FORCE AND DESTINY** Core Rulebook).

Equipment: Repeating blaster (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire), stun blaster (Ranged [Light]; Damage 9; Critical 3; Range [Short]; Stun Damage).

VEHICLES

Whether piloting a starfighter into a cloud of onrushing enemies or being carried into battle in the belly of a heavy transport, most Warriors will require the use of a ship or vehicle at some point in their career. The following is a selection of starships, speeders, and other assorted vehicles tailored to Warriors' needs.

AIRSPEDERS

Airspeeders use a combination of repulsorlift engines and high-output turbines to achieve much greater altitudes, and often speeds, than landspeeders.

S-K2 "SKYWING" PERSONAL SPEEDER

The "Skywing" is a unique vehicle marketed for recreational use by manufacturer Ubrikkian Industries. Difficult to categorize, the Skywing can achieve altitudes usually reserved for airspeeders, while its chassis is even lighter (and likely less safe) than a swoop's. It might be more accurate to say that a user wears a Skywing rather than occupies it. Resembling the primitive gliders still in use on some worlds, a Skywing features a control cradle suspended from a lightweight alloy wing structure tipped with twin high-thrust turbines and mounting a repulsorlift engine.

Considering the sorts of speeds and altitudes an S-K2 can achieve, the lack of an enclosed cabin is inarguably dangerous for the user. Skywings are primarily the province of adventurous thrill seekers, but no few mercenaries and roving fighters have found the vehicles useful for swiftly closing with foes or launching a surprise aerial attack. Some such users even consider Skywings disposable tools.

Ubrikkian Industries strongly recommends the use of a flight suit with helmet and full breath mask when operating an S-K2 personal speeder.

2	3	+2	DEF: FUR/PORT/STARBOARD/AFT				ARMOR	
0	-	-	0					0
SILHOUETTE	SPEED	HANDLING						
			HT THRESHOLD				SS THRESHOLD	
			3				3	

Vehicle Type/Model: Personal Speeder/S-K2 Skywing.

Manufacturer: Ubrikkian Industries.

Maximum Altitude: 500 meters.

Sensor Range: None.

Crew: One pilot.

Encumbrance Capacity: 5.

Passenger Capacity: 0.

Price/Rarity: 1,000 credits/4.

Customization Hard Points: 0.

Weapons: None.

ADDITIONAL RULES

Rapid Debarkation: The pilot of the Skywing can choose to dismount as an out-of-turn incidental.

LANDSPEEDERS

Battle-ready military landspeeders run the gamut from staff cars and VIP transports to fast, armored fighting vehicles to hulking, heavily armed repulsortanks. The Grand Army of the Republic utilized countless types of landspeeders during the Clone Wars, and many of them are still in service.

88-R "NIGHTSCREAMER" SPEEDER BIKE

An exceptionally high-performance speeder bike manufactured by Ikaas-Adno, the 88-R "Nightscreamer" is faster than some airspeeders. The Nightscreamer is equipped with forward deflector shields to protect the pilot from sand and debris particles—and even glancing collisions—that would be dangerous at the extreme maximum speeds it achieves. Though the Nightscreamer comes at a price that matches its impressive performance, many mercenaries and other fighters keep one in the hold of their ship for use as a rapid transport and scout vehicle. Some reckless warriors instead employ a Nightscreamer to swiftly close with enemies in order to deliver point-blank blaster shots or even melee weapon strikes.

2	4	+1	DEF: FOR: PORT: STARBOARD: AFT				ARMOR
0	-	-	0				1
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD
			3				4

Vehicle Type/Model: Speeder Bike/88-R Nightscreamer.

Manufacturer: Ikaas-Adno.

Maximum Altitude: 25 meters.

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 5.

Passenger Capacity: 1.

Price/Rarity: 5,500 credits/6.

Customization Hard Points: 2.

Weapons: Forward-mounted twin light repeating blasters—this weapon uses personal scale, not planetary scale (Fire Arc Forward; Damage 11; Critical 3; Range [Long]; Auto-fire, Linked 1, Pierce 1).

RX-200 "FALCHION" ION TANK

The RX-200 "Falchion" is a heavy anti-aircraft tank introduced by Rothana Heavy Engineering at the beginning of the Clone Wars. Equipped with a powerful ion cannon typically found on capital ships, the RX-200 is operated by a crew of two. It was typically deployed by the Grand Army of the Republic to defend installations or in support of the larger, heavier SPHA walkers. They have low-profile, lightly armored hulls and a high-output repulsorlift generator that moves the vehicle along at a respectable speed.

The RX-200's primary armament is a Borstel Galactic Defense NNJ-40 "Thunderbolt" long-range ion cannon. Mounted in a heavily armored turret and powered by its own high-output reactor, this weapon generates an extremely

powerful ion blast capable of knocking out shields and frying systems at incredible ranges. When used in conjunction with other air-defense systems, the Falchion can deny a huge area of sky and, when focusing fire, can fell entire squadrons of speeders or starfighters. Falchions also mount a pair of light auto-blasters for close-range defense.

Still in use by the Empire, the Falchion is an important part of the Imperial Army's order of battle. Imperial Army Falchion squadrons are typically deployed around important installations to protect against incoming ships and fighters, although their appearance in the field in support of IA heavy walkers has turned the tide in more than one battle.

3	3	+0	DEF. FIRE/PORT/STARBOARD/AFT	2	-	-	1	ARMOR	2
SILHOUETTE	SPEED	HANDLING		HT THRESHOLD				SS THRESHOLD	25
				30					

Vehicle Type/Model: Repulsortank/RX-200 Falchion.

Manufacturer: Rothana Heavy Engineering.

Maximum Altitude: 25 meters.

Sensor Range: Long.

Crew: One pilot, one gunner, one vehicle commander.

Encumbrance Capacity: 25.

Passenger Capacity: 2.

Price/Rarity: 75,000 credits (R)/6

Customization Hard Points: 2.

Weapons: Turret-mounted heavy ion cannon (Fire Arc All; Damage 7; Critical 4; Range [Medium]; Ion, Slow-Firing 1).

One port and one starboard turret-mounted auto-blasters (Fire Arc Port or Fire Arc Starboard; Damage 3; Critical 5; Range [Close]; Auto-fire).

TX-130 SABER-CLASS FIGHTER TANK

The TX-130 is a light, quick-strike repulsortank first deployed by the Grand Army of the Republic as an anti-infantry and escort tank. Produced for the GAR by Rothana Heavy Engineering, the *Saber* was designed to provide fire support for infantry formations and to engage light enemy armor. Remarkably quick and nimble for an armored fighting vehicle, the TX-130 was sometimes compared to the Delta-7 *Aethersprite*-class starfighter due to its ability to get quickly into a fight, hit hard, and escape without a scratch. GAR and Jedi commanders used these fast little tanks to frightening effect during the Clone Wars, and more than one clone trooper unit was saved by the timely arrival of a squadron.

Saber fighter tanks mount a versatile mix of energy weapons and ordnance launchers, which gives their commanders quite a bit of tactical flexibility. Their primary weapons are a pair of fire-linked heavy laser cannons mounted to the tank's hull. Although they have a fixed-forward firing arc, they can easily be brought to bear on any target, thanks to the *Saber's* agility. A smaller support weapon—either a twin medium laser cannon or a powerful Taim & Bak beam cannon—is mounted in a turret atop the vehicle, and rapid-fire ordnance launchers are mounted in each of the tank's sponsons for anti-armor and antfortification work. To ensure their survivability in combat, *Sabers* are covered in lightweight ablative armor, which can shrug off most lighter anti-vehicle weapons, and have a quick-cycling shield generator.

The *Saber's* mix of speed and firepower made it extremely popular among tank crews and clone troopers throughout the Clone Wars. Many of these tanks are still in service today, in the Imperial Army, various Rebel cells, and even some mercenary companies. As is the case with many old GAR fighting vehicles, TX-130s are in high demand among Rebel commanders, and the Alliance is always looking to expand its inventory of both operational tanks and salvage hulls.

3	4	+1	DEF. FIRE/PORT/STARBOARD/AFT	1	-	-	1	ARMOR	2
SILHOUETTE	SPEED	HANDLING		HT THRESHOLD				SS THRESHOLD	17
				20					

Vehicle Type/Model: Repulsortank/TX-130 *Saber*-class.

Manufacturer: Rothana Heavy Engineering.

Maximum Altitude: 10 meters.

Sensor Range: Medium.

Crew: One pilot, one co-pilot, one gunner, one vehicle commander, one astromech droid (optional).

Encumbrance Capacity: 20.

Passenger Capacity: 2.

Price/Rarity: 85,000 credits (R)/6.

Customization Hard Points: 2.

Weapons: Turret-mounted twin medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]; Linked 1).

Hull-mounted heavy laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).

Sponson-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Linked 1, Slow-Firing 1).

SCS-19 "SENTINEL" ARMORED LANDSPEEDER

A transport intended to convey valuable items or important individuals, the SCS-19 "Sentinel" is among the most heavily armored personal vehicles available on the civilian market. The Sentinel is fully enclosed in advanced durasteel

TAIM & BAK KB-50A BEAM CANNON

Some Sabers were equipped with beam cannon turrets in place of the standard twin medium laser cannons. Beam cannons are specially tuned laser weapons with a high output and long dwell time. They fire continuous beams of energy at a target for roughly three seconds, and then require a few seconds to recharge before firing again. These weapons hit incredibly hard, can punch through light and medium armor with ease, and have a nasty tendency to set targets on fire.

Sabers equipped with KB-50a beam cannons are used in heavy support roles, providing cover fire for more lightly armed Saber platoons and squads of infantry during advances and assaults.

A turret-mounted KB-50a Beam Cannon has the following profile: (Fire Arc All; Damage 7; Critical 3; Range [Medium]; Breach 2, Burn 2, Slow-Firing 2, Vicious 1).

alloy, with transparisteel windows rated to withstand heavy blaster fire. It is equipped with a pair of powerful TurboToo JT9-D repulsorlift engines that can keep the speeder going even if one is knocked out. Although armed with a pair of forward-mounted blaster cannons, the Sentinel is not an assault vehicle and lacks the firepower to be an effective military speeder. As such, the Sentinel is used primarily to transport high-value cargo or consequential beings such as diplomats, corporate executives, and crime lords. It has also found some use by mercenaries and other militant groups in search of a more discreet option for getting to or from a skirmish site.

3	3	-1	DEF. FORE/PORT/STARBOARD/AFT	0	-	-	0	ARMOR	3
SILHOUETTE	SPEED	HANDLING		HT THRESHOLD				SS THRESHOLD	8

Vehicle Type/Model: Landspeeder/SCS-19 Sentinel.
Manufacturer: TaggeCo.
Maximum Altitude: 20 meters.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 15.
Passenger Capacity: 4.
Price/Rarity: 60,000 credits/6.
Customization Hard Points: 2.
Weapons: Forward-mounted heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

RTT-04 ARMORED TROOP TRANSPORT

The RTT-04, commonly known as the Republic troop transport, is a lightly armored infantry fighting vehicle first produced by Rothana Heavy Engineering during the Clone Wars. Part of RHE's line of military repulsorcraft designed for the Grand Army of the Republic, the RTT-04 is a small, fast vehicle built to deliver a squad of clone troopers to the battlefield and then provide them with light armor support. Small and light enough to be carried by LAAT/c heavy carriers, RTT-04s were often airdropped into the middle of battlefields, where their mobility and the troopers they carried could quickly change the course of a battle.

In its role as a troop carrier, the RTT-04 carries a squad of eight fully armed and equipped troopers with all of their necessary combat gear. Also configurable to carry supplies, it is sometimes pressed into use as a heavy hauler by engineering squads. While it is lightly armored for a fighting vehicle and has a reputation for being relatively fragile, the RTT-04 carries a respectable amount of firepower, with a twin light laser cannon and a twin dorsal turret-mounted mass-driver missile launcher like that found on the LAAT/i.

Thousands of RTT-04s were produced during the Clone Wars, but precious few survived into the Imperial era. The Imperial Army declined to include them in their order of battle, and those that survived the Clone Wars were stripped of their weapon systems and sold as military surplus to industrial and resource-exploration concerns.

Vehicle Type/Model: Landspeeder/RTT-04.
Manufacturer: Rothana Heavy Engineering.
Maximum Altitude: 3 meters.
Sensor Range: Short.

3	3	+0	DEF. FORE/PORT/STARBOARD/AFT	0	-	-	0	ARMOR	2
SILHOUETTE	SPEED	HANDLING		HT THRESHOLD				SS THRESHOLD	14

Crew: One pilot, one co-pilot/gunner.
Encumbrance Capacity: 85.
Passenger Capacity: 12 fully equipped combat troops.
Price/Rarity: 42,000 credits/5.
Customization Hard Points: 2.
Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).
 Dorsal turret-mounted mass-driver missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 2, Guided 3, Limited Ammo 4, Linked 1, Slow-Firing 1).

WALKERS

Walkers were the vehicle of choice for the Grand Army of the Republic's armored units. From the fast AT-RT reconnaissance walker to the nearly unstoppable AT-TE, walkers formed the backbone of the GAR. Today, walkers continue to have a large role in the Empire's military, and the intimidating sight of a matte-gray Imperial walker is a familiar symbol of the Empire's power.

ALL TERRAIN ATTACK POD

Initially produced during the height of the Clone Wars, the AT-AP self-propelled artillery walker is a small, three-position walker developed from both the AT-PT and the AT-TE. Designed as a self-propelled artillery piece, the walker has an angular armored hull perched atop two multi-jointed legs. Its profile resembles that of the forward hull section of an AT-TE. A smaller, retractable third leg mounted forward of the main walking legs is deployed to steady the vehicle when it moves over difficult ground and to brace it when it fires its big artillery gun. Despite its awkward appearance, the AT-AP is relatively well balanced and is no more prone to stability issues than a bipedal walker.

The AT-AP's main gun is a powerful, long-range mass driver mounted in the forward hull. This big cannon throws a solid durasteel penetrator at hypersonic speeds over extreme distances and, with proper targeting data, can hit targets beyond visual range. To keep the mass driver on target, the AT-AP is equipped with a sophisticated targeting and data-relay suite combined with integrated recoil compensation and gyro-stabilization systems. The deadly accuracy exhibited by these walkers during the Clone Wars earned the AT-AP the nickname "Sniper Tank." In addition to the mass driver, the AT-AP mounts a heavy laser cannon in an open-topped, dorsal-mounted turret for short-range anti-vehicle work and an underslung heavy repeating blaster to protect itself from enemy troops and droids.

Production of the AT-AP has continued since the fall of the Republic, and the dangerous little walker was adopted by the Imperial Army to support its new AT-AT and AT-ST walkers. New units are still produced today, primarily in older Kuat Drive Yards facilities in the Outer Rim Territories.

3	2	+0	DEF: FWD/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	2
			HT THRESHOLD	SS THRESHOLD
			15	10

Vehicle Type/Model: Walker/AT-AP.

Manufacturer: Kuat Drive Yards.

Sensor Range: Medium.

Crew: One pilot, two gunners.

Encumbrance Capacity: 12.

Passenger Capacity: None.

STARSHIPS

Most Warriors spend the majority of their time planet-side. If they deal with starships at all, it's typically tangential, as paying passengers or as part of a military force carried between planets. Conversely, Starfighter Aces feel most at home in the cockpit, and many develop strong attachments to their personal craft. The following ships present a number of options for the Force user going into battle.

STARFIGHTERS AND PATROL BOATS

Warriors prefer direct action, and the types of small, fast, hard-hitting ships that fall into the starfighter and patrol boat categories are the most common types of starship they use.

AO-2 COMETSTRIKE-CLASS ORBITAL ASSAULT POD

The AO-2 *Cometstrike*-class orbital assault pod fulfills a niche role among combat and landing craft, and its unique attributes are such that many individuals do not consider it a proper starship at all. The AO-2 serves a single purpose—to deliver combatants to a planet's surface as rapidly as possible. To this end, its design eschews nearly all other considerations to arrive at what amounts to little more than a heavily armored passenger compartment capable of achieving impressive velocity along a straight course.

The *Cometstrike* is intended to launch from high orbit—often directly from a ship's hangar bay—hurtling directly toward a planet's surface at high speed. Once a course is set and landing coordinates programmed, an on-board computer handles any necessary course corrections. The speed of the descent prevents enemy fighters from engaging the assault pod, and even the most sophisticated ground-defense weapons have great difficulty zeroing in on such a small, rapidly moving target. Proximity sensors activate powerful repulsor engines to slow the pod's descent for a safe, if impactful, landing. Upon arrival, a single pull of a switch by any occupant drops twin boarding ramps on opposite sides of the hull, allowing passengers to swiftly engage the enemy.

Price/Rarity: 100,000 credits (R)/6.

Customization Hard Points: 2.

Weapons: Forward-mounted heavy mass driver (Fire Arc Forward; Damage 8; Critical 3; Range [Extreme]; Breach 4, Slow-Firing 1).

Dorsal turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).

Ventral turret-mounted heavy repeating blaster—this weapon uses personal scale, not planetary scale (Fire Arc Forward; Damage 15; Critical 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1).

The AO-2 receives its primary propulsion from powerful trifold ion turbines protruding from its dorsal hull. Once a *Cometstrike*'s trajectory is set, no pilot is necessary for the initial descent, and in fact, a pilot can make only minor course adjustments with the ventral attitude thrusters. In addition, the AO-2 is equipped with a repulsorlift engine for purposes of retrieval, allowing a pilot to move the pod slowly and ponderously to rendezvous with a landing craft or even a ship in low orbit. Retractable pintle-mounted heavy repeating blasters located above each hatch allow passengers to lay down covering fire while their teammates debark.

Cygnus Spaceworks designed the original AO-1 orbital assault pod for use by the Grand Army of the Republic. After Republic Command deemed the vehicle too dangerous for use by clone troopers and Cygnus lost its contract, the company was able to salvage the program with a handful of improved safety features, marketing the resulting AO-2 to mercenary companies and several minor warlords on the periphery of the Unknown Regions.

4	2	-5	DEF: FWD/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	5
			HT THRESHOLD	SS THRESHOLD
			12	6

Hull Type/Class: Orbital Assault Pod/AO-2 *Cometstrike*.

Manufacturer: Cygnus Spaceworks.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Short.

Ship's Complement: One pilot (optional).

Encumbrance Capacity: 20.

Passenger Capacity: 14.

Consumables: Two days.

Price/Rarity: 30,000 credits/5.

Customization Hard Points: 1.

Weapons: Forward and aft pintle-mounted heavy repeating blasters—these weapons use personal scale, not planetary scale (Fire Arc Forward or Aft; Damage 15; Critical 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1).

ADDITIONAL RULES

Orbital Assault: The assault pod's profile represents the use of its repulsor engine after its initial descent. During the initial descent, the pod is speed 8, but it cannot significantly alter its trajectory.

ARX-T3 "SUNCUTTER" LIGHT INTERCEPTOR

The ARX-T3 presents a very different approach to the starfighter compared to Koensayr Manufacturing's better-known Y-wing, with a focus on speed and maneuverability over armor or payload. The first prototypes of the ARX-T3—dubbed "Suncutter" for its crescent-like profile—were emerging from the assembly line in the first days of the Galactic Empire. As the Empire had decided to pursue a very different naval doctrine, it had no need for the expensive, yet fragile, hyperdrive-equipped interceptors. After Koensayr lost its contract, the ARX-T3 was produced only in limited numbers during a short run. In the years since, the Suncutter has gained considerable popularity among certain pilots who appreciate the craft's unique balance of defense, agility, and armament. Consequently, these ships can fetch a high price in certain markets.



Although much lighter than the Y-wing, the Suncutter mounts considerable armament for an interceptor, featuring two medium laser cannons and a proton torpedo launcher at the vessel's bow. This respectable payload, in combination with the high speed and maneuverability offered by its powerful in-line ion turbine position, makes the ARX-T3 an ideal craft for dogfighting. The Suncutter also sports heavier armor than many starfighters in its class, giving it an edge in stand-up fights.

3	5	+2	DEF: 1	FOR: -	PORT: -	STARBOARD: -	AFT: 0	ARMOR: 3
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD: 8				SS THRESHOLD: 6	

Hull Type/Class: Starfighter/ARX-T3.
Manufacturer: Koensayr Manufacturing.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: None—astromech droid socket.
Sensor Range: Short.
Ship's Complement: One pilot, one astromech droid.
Encumbrance Capacity: 5.
Passenger Capacity: None.
Consumables: One week.
Price/Rarity: 110,000 credits/6.
Customization Hard Points: 1.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).
 Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow-Firing 1).

H-22A "D-WING" HEAVY ATTACK BOAT

Marketed by manufacturer Incom as a heavy attack boat, the H-22A is closer to a shuttle than a true starfighter. A combination of attack fighter and landing craft, it is designed for use in combat environments. To this end, the H-22A is heavily armored and shielded, boasting considerably more protection than a dedicated starfighter. The broad, wide wings that give rise to the "D-wing" designation mount tandem-firing proton torpedo launch tubes, and dual light laser cannons jut from beneath the nose of the craft's extended fuselage, providing the pilot with a dedicated weapon. A transparisteel blister projects above the middle hull, protecting the turret gunner for the craft's twin heavy laser cannons. Finally, the gunner seated in the transparisteel-enclosed turret aft of the boat provides defensive fire and deals with pursuers, allowing the pilot and forward gunner to focus on a primary target or on safely delivering passengers.

The D-wing excels at blasting its way through fierce opposition in order to deposit a squad of fighters on a surface battlefield or to initiate a boarding action. The craft is a favorite of mercenary companies and certain aggressively minded adventurers, not to mention pirates across the Outer Rim.

4	3	-2	DEF: 2	FOR: -	PORT: -	STARBOARD: -	AFT: 1	ARMOR: 4
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD: 20				SS THRESHOLD: 14	

Hull Type/Class: Shuttle/D-wing.
Manufacturer: Incom Corporation.

Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, two gunners.
Encumbrance Capacity: 120 (without passengers).
Passenger Capacity: 12.
Consumables: Two weeks.
Price/Rarity: 145,000 credits/6.
Customization Hard Points: 1.

Weapons: Dorsal turret-mounted twin heavy laser cannons (Fire Arc All; Damage 6; Critical 3; Range [Short]; Linked 1).
 Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Wing-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 6, Linked 1, Slow-Firing 1).

Ventral turret-mounted auto-blasters (Fire Arc Aft, Port, and Starboard; Damage 3; Critical 5; Range [Close]; Auto-blasters, Linked 3).

SS-54 LIGHT ASSAULT GUNSHIP

Botajef Shipyards is a small shipbuilding concern located on the Outer Rim world of Botajef. A relative newcomer to the galactic shipbuilding industry, its most famous product is the hulking AA-9 Coruscant-class freighter, which brought the company to prominence during the Clone Wars. Recently, the company has branched out and entered the military starship market with the release of the SS-54.

Designed to compete with the likes of the GAT-12 Skipray and the *Firespray-31*-class patrol craft, the SS-54 is a small, relatively fast vessel built for short-range patrols and ground attack. Vaguely insect-like in profile, SS-54s have a bulbous, well-armored command deck and a hull that tapers from the large prow to a high, squared-off stern similar to that of a LAAT/c heavy vehicle carrier. The ship's engines—a pair of powerful Incom HA-980a H/O ion engines—are mounted on the ends of short, adjustable spars that extend from the ship's sides. The interior of the SS-54 is largely open, with room enough for a squad of troops or a handful of passengers to ride in relative comfort. Standard armament consists of four fire-linked laser cannons mounted forward in the prow and a twin light laser turret mounted dorsally just aft of the engine spars.

Since its introduction, the SS-54 has gained a small but loyal following among mercenaries and bounty hunters. Among its users, this ship has a reputation as a simple, reliable, and versatile vessel that can fill a number of roles remarkably well.

3	3	+1	DEF: 1	FOR: -	PORT: -	STARBOARD: -	AFT: 0	ARMOR: 2
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD: 18				SS THRESHOLD: 14	

Hull Type/Class: Gunship/SS-54.
Manufacturer: Botajef Shipyards.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot.
Encumbrance Capacity: 30.

Passenger Capacity: 6 to 10, depending on current hold configuration.

Consumables: Two weeks.

Price/Rarity: 110,000 credits/6.

Customization Hard Points: 2.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Dorsal turret-mounted light laser cannons (Fire Arc Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

In addition to having a relatively well-armored hull, the Reaper is one of the few TIE-series craft equipped with shields. However, a key defense of the TIE/rp is preventing enemy ships from targeting it at all. For this, the Reaper is equipped with state-of-the-art comm systems specialized in jamming enemy communications and flustering targeting computers. Still, with their relatively light armament, TIE Reapers invariably receive escort protection, most often in the form of TIE/In space superiority starfighters and TIE/sk strikers.

TIE/RP "REAPER" ATTACK LANDER

The TIE/rp "Reaper" attack lander is easily recognizable for its trademark Sienar solar collectors, while its hull presents a marked departure from other craft in the TIE line. Forward-angled collector panels serve the same aerodynamic function as those on the TIE/sk striker and, in fact, TIE strikers often serve as escorts for a Reaper during atmospheric insertions. Unlike the TIE/sk, the TIE/rp functions equally well in atmosphere and vacuum. Reapers primarily serve as transports for the Empire's elite troops, delivering them into the thick of combat, from amphibious planetary landings to deep-space boarding actions. Despite the menacing appearance of its blade-like solar collectors and coffin-like hull, the Reaper likely earned its unofficial moniker from its association with the Empire's infamous Death Troopers.

In accordance with its primary role, the craft sports considerably better defenses than others in the TIE line.

The TIE Reaper's advanced comm systems and powerful scanners are equally effective in relaying orders and monitoring a battle's progress, allowing it to fulfill a secondary function as a mobile command bunker. When it is used in this capacity, a Reaper's passenger complement might serve as bodyguards for an officer.

3	4	+1	1	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF: FORWARD/STARBOARD/AFT	ARMOR			
				HT THRESHOLD		18	SS THRESHOLD
							10

Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Medium.

Ship's Complement: One pilot, one comms operator.

Encumbrance Capacity: 30.

Passenger Capacity: 10.


Consumables: Two weeks.

Price/Rarity: 100,000 credits (R)/6.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

ADDITIONAL RULES

Electronic Countermeasures: The TIE Reaper's sophisticated comm systems add  to checks to spoof missiles or jam enemy communications (see page 241 of the **FORCE AND DESTINY** Core Rulebook). In addition, upgrade the difficulty of Computers checks to bypass a TIE Reaper's jamming once.

FREIGHTERS AND TRANSPORTS

Utility vessels are used to move fighters and materiel from one battle to another.

JADTHU-CLASS LANDING SHIP

Possibly one of the most heavily armored troop carriers ever developed, the *Jadthu*-class landing ship was once the premier lander of the Grand Army of the Republic. Developed by Republic Sienar Systems from a licensed Incom design, *Jadthu*-class landers were first acquired by the GAR in the years leading up to the Clone Wars. They were initially classed as short-range heavy strategic lift vessels. The first *Jadthus* delivered to the GAR were equipped with modular cargo holds and various freight-handling systems. Lacking hyperdrives and navicomputers, they were relegated to in-system hauling and occasional transatmospheric freight delivery. As the Republic geared up for its war against the

Separatists, however, GAR brass ordered a number of modifications to turn the big, sturdy vessels into orbital dropships for the newly deployed clone army.

In their new role as combat dropships, the *Jadthu*-class landers underwent a massive combat retrofit. Their blocky, trapezoidal hulls were reinforced to better withstand transatmospheric operations and then covered in thick starship armor that could shrug off even the heaviest weapons. Freight-handling systems were removed, and the *Jadthu*'s cargo holds were modified to carry a mix of troops, equipment, and light vehicles. Power plants and engines were upgraded to military spec, which gave the heavy ships a blistering straight-line speed, and they were equipped with defensive laser turrets and physical countermeasure systems, such as the Arakyd Industries Caltrop-5 Chaff Gun, to protect them from enemy fighters and gunboats. All these modifications made for a ship that could enter the hottest landing zones, deploy its troops, and retreat safely to orbit while under heavy fire.

After serving for years during the Clone Wars, the *Jadthu*-class was mothballed by the nascent Imperial Navy in favor of more modern Sienar Fleet Systems designs. Before they could all be scrapped, many of these vessels found their way into unauthorized hands as they were stolen from breaking yards or storage docks. Today, the *Jadthu*-class has found a new home delivering troops for the Rebel Alliance as well as for certain mercenary and criminal organizations.

5	3	-3	DEF	FOR	PUR	ST	ARD	AFT	ARMOR
1	1	1	0						5
SILHOUETTE	SPEED	HANDLING							
			HY THRESHOLD						SS THRESHOLD
			30						15

Hull Type/Class: Landing Ship/*Jadthu*-class.

Manufacturer: Republic Sienar Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot, one loadmaster, one loadmaster's assistant, one engineer.

Encumbrance Capacity: 800.

Passenger Capacity: 60 fully armed and combat-ready troops and their gear.

Consumables: Two days.

Price/Rarity: 200,000 credits/5.


Customization Hard Points: 2.

Weapons: One dorsal and one ventral turret-mounted twin heavy laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Short]; Linked 1).

ARAKYD INDUSTRIES CALTROP-5 CHAFF GUN

The Caltrop-5 by Arakyd Industries is ostensibly a physical countermeasures system that uses clouds of alloy splinters to spoof sensors. When activated, the Caltrop-5 fires a canister that bursts after a set distance, creating a massive, glittering cloud of durasteel shrapnel that confounds missile guidance systems and makes vessels using them difficult to target. The chaff cloud also makes a frightfully potent anti-ship weapon, as discovered by *Jadthu*-class pilots during the Battle of Haruun Kal when fast-moving vulture droid starfighters were chewed up by clouds of Caltrop-5 chaff.

As a physical countermeasures system, the Caltrop-5 upgrades the difficulty of all Gunnery checks and checks triggered by the Guided quality made using missiles, rockets, or torpedoes targeting the starship once.

In addition, it upgrades the difficulty of Piloting checks for other ships within close range once.  on a Piloting check may be spent to inflict a Critical Hit on that pilot's ship.

LH75 SPECIALTY LIVE-HAUL FREIGHTER

Designed with a niche purpose in mind, the LH75 Low Orbit Specialty Live-Haul Frigate or L.O.S. Live-Haul manufactured by Rothana Heavy Engineering was the default choice for the transport of massive live cargo by the Republic's Department of Agriculture and Nonsentient Creatures at the time the Clone Wars began. At the start of the war, many non-military vessels were pressed into service in support of the newly formed Grand Army of the Republic, the LH75 among them. Kuat Drive Yards was contracted to complete this task for many vessels, including the LH75. The LH75 Live Haul

was able to carry and haul the spatial and weight equivalent of three fully grown bull rancors with relative ease, even into low orbit. With minimal modification by KDY and the original manufacturer (a subsidiary), the LH75 was soon fit to transport up to three squads and their support vehicles. Unsurprisingly, the LH75 was uniquely suitable among the GAR's landing craft for the transport of riding beasts. As the war progressed, Clone Troopers operating on a number of worlds made use of local life for transportation and even combat, such as the Blurr of Ryloth. Some of these ad-hoc cavalry units found the mounts so useful, that officers arranged for permanent acquisition of the creatures. The LH75 was a natural choice for deployment of these mounted units.

Having never been intended to operate near the front lines, the L.O.S. Live-Haul was lightly armed and often traveled with a protective escort near active combat zones. Still, clone troopers found ways to improvise combat readiness out of this lightweight yet massive ship. With the massive cargo doors open during flight, troopers were able lay down small-arms fire by securing themselves to the many freight webbing hook points throughout the cargo bay floor originally intended as tie points for live cargo.

Due to the limited production run of these ships and sometimes-reckless usage by clone troopers, the L.O.S. Live-Haul is a rare find today. Owing to its mammoth power intake, the occasional intact ship is more commonly used as a storage facility on Outer Rim planets. Fewer still have found their way into the hands of smugglers wishing to transport massive live game for wealthy customers.

5	2	-3	1	1	1	0	4
SILHOUETTE	SPEED	HANDLING	DEF	FORE	PORT	STARBOARD	ARM
			HT THRESHOLD				SS THRESHOLD
			32				14

Hull Type/Class: Freighter/LH75.

Manufacturer: Rothana Heavy Engineering.

Hyperdrive: Primary: Class 3, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot, one co-pilot, one loadmaster, three loadmaster's assistants, five live cargo tenders, one engineer.

Encumbrance Capacity: 1,000.

Passenger Capacity: 90.

Consumables: Three months.

Price/Rarity: 126,000 credits/5.

Customization Hard Points: 3.

Weapons: One ventral turret-mounted twin medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]; Linked 1).

CAPITAL SHIPS

Warriors typically have little use for capital ships in their day-to-day lives. However, those who form part of an organized military are commonly carried aboard and deployed from various sub-capital and capital vessels.

BRAHA'TOK-CLASS GUNSHIP

Straddling the line between corvette and gunboat, the *Braha'tok*-class gunship is a recent addition to the Rebel Alliance's fleet. Smaller than a Corellian Engineering Corporation CR90 corvette, these vessels were designed by the Dorneans as dedicated anti-starfighter platforms. When Dornea joined the Rebel Alliance in the wake of the Battle of Yavin, they brought a number of these potent little ships with them, and they have made quite an impression on Alliance Navy brass. Typically deployed in pairs, *Braha'tok*-class ships are an absolute terror to small craft and can even present a danger to smaller capital ships. They can easily handle large swarms of TIE-series fighters, and the Imperial Navy has come to grudgingly respect their capabilities.

Braha'tok-class ships are narrow, strangely proportioned vessels with a passing resemblance to the CR90 corvette. Extremely heavily armed for vessels of their size, they have a standard loadout that is a mix of concussion missiles, proton torpedoes, and accurate quad laser cannons. They also mount a pair of twin light turbolasers for anti-ship combat, although given their light armor and relatively poor handling, they are not cut out for extended firefights with large vessels. While their armor protection leaves much to be desired, their hulls are extremely durable, and they are fitted with powerful, quick-cycling shield generators to protect them from rapid-fire starfighter weapons.

5	3	-1	2	1	1	1	4
SILHOUETTE	SPEED	HANDLING	DEF	FORE	PORT	STARBOARD	ARM
			HT THRESHOLD				SS THRESHOLD
			46				25

Hull Type/Class: Corvette/*Braha'tok*.

Manufacturer: Dornean Braha'ket Fleetworks Conglomerate.

Hyperdrive: Primary: Class 3, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 70 officers and enlisted crew.

Starfighter Complement: 2 mounted to ventral hull.

Encumbrance Capacity: 300.

Passenger Capacity: 15.

Consumables: Eight months.

Price/Rarity: 1,400,000 credits (R)/6.

Customization Hard Points: 3.

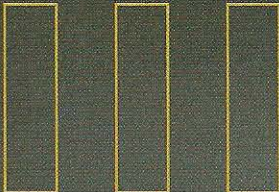

Weapons: Two forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow-Firing 1).

Four forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow-Firing 1).

One port and one starboard twin light turbolaser (Fire Arc Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Four dorsal and four ventral turret-mounted quad laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).





THE PATH OF VIOLENCE

"This party's over."

—Mace Windu

Warriors lead lives of confrontation and violence, and they hone their skills to these ends. For many Warriors, however, violence is a last resort, a tool to be used only as necessary to ensure a greater peace. This was certainly the case for the Jedi. Those who would follow in the path of that order must temper their combat abilities with compassion and the good judgement to apply violence when necessary and to stay their hand when not.

The Jedi's philosophy of peace was intertwined with their martial arts traditions. For many outsiders, the lightsaber was and remains the defining characteristic of the Jedi. While this is far from true, lightsaber combat was central to the Jedi tradition. For Warriors, the popular conception is closer to the mark. Jedi Warriors dedicated their lives to perfecting the art of lightsaber combat, often through a single chosen lightsaber form. Present-day Warriors who seek to follow the Jedi path likewise might pursue mastery of a single lightsaber form, but discovering knowledge of these ancient fighting techniques in the era of the Galactic Empire is a momentous feat.

Even those Warriors who now hone their abilities with other weapons, from starfighters to blaster rifles, contend with the same moral questions and quandaries that confronted the Jedi. Knowing when to fight and when to pursue a peaceful solution is just as important as knowing how to fight effectively.

Chapter 3: The Path of Violence provides details on the practice and history of the seven lightsaber forms of the Jedi Order, including the forbidden Juyo form. This chapter also examines what Morality means for Warriors, and how players and GMs can handle the additional challenges for a character who specializes in violence. Additional advice helps players and GMs to integrate Warriors into campaigns that aren't just about combat and battle. New rules for Mindful Assessment allow players to represent in the game the effects of Warriors' downtime training and study. Finally, new rewards for Warriors include titles and honors earned on the battlefield or in the arena, apprentices, non-combatant allies, and even a training academy of their own.

LIGHTSABER FORMS

For thousands of years, the Jedi Order recognized a number of lightsaber forms. These distinct fighting styles each favored specific approaches and utilized particular techniques. The forms evolved naturally in response to the threats and challenges facing the Jedi, eventually becoming codified as they passed through the generations. The development of forms was inevitable, and formally organizing and defining these disciplines advanced both the study and teaching of lightsaber combat.

Warriors constantly seek to impose order on the chaos of violence and conflict, and establishing terminology and categories is part of a natural attempt to do so. Jedi formalization of lightsaber combat did not stop innovation. Instead, it ensured that deviations from the techniques established by prior generations were made with intention and awareness. Nevertheless, some Jedi Masters did worry that overly rigid adherence to the seven forms would promote a dangerous degree of stagnation among Jedi of all levels.

Forms are particularly useful for training purposes, not only for younglings and Padawans, but throughout a Jedi's life. This system of classification fosters academic discussion and allows Jedi to better impart their earned knowledge and experience to others. For young Jedi, the adoption of a particular form as a specialty was a very conscious and very serious choice. Before making such a decision, Jedi would train in the first six forms. In the final centuries of the order, to practice Form VII was forbidden to most Jedi. Ultimately, even Jedi who chose to specialize in a single form implemented maneuvers and techniques from others, adopting a personal, unique approach.

Even after thousands of years of refinement, the lightsaber forms retained some malleability. It was rare for Jedi not to tailor their own fighting style, particularly in the case of Warriors and others who focused on lightsaber combat. Even in the last days of the Jedi Order, variations of established forms continued to gain official recognition by the council, as in the case of the Vaapad variation of Form VII, developed by Mace Windu.

Of course, with the Jedi Order now in ruins, those who would follow its teachings must make do with their own ingenuity and whatever scraps of information they can obtain. This often results in patchwork fighting styles. Force sensitives who seek to claim the inheritance of the Jedi might well not know of the distinctions between the forms, or even their very names and existence. Still, through bits of knowledge or even the will of the Force, these individuals might find themselves practicing the same techniques as innumerable generations of Jedi did before them.

As with all information regarding the Jedi, knowledge of the various lightsaber forms is difficult to come by during the reign of the Galactic Empire. Countless valuable records were destroyed or lost during the Great Jedi Purge, and the Imperial Security Bureau, Inquisitorius, and other Imperial agencies harshly suppress all such information. Most sentients' knowledge of the Jedi comes only from legends and myths; a rare few have had chance encounters with those

who lived through the Clone Wars. Such academic distinctions as the difference between a Djem So high parry and the hard block of Shii-Cho's second velocity are meaningless to all but a handful of sentients in the entire galaxy.

The forms went through many changes throughout the Jedi Order's history. Although the final Jedi Council recognized seven forms, some records stated that as many as nine had existed at some time in the past. Whether this discrepancy is due to the combination of similar forms, loss of knowledge, or intentional concealment or destruction of information is not clear. It is certain that additional schools of thought and fighting disciplines appeared throughout the millennia, but most such experiments never reached recognition as a proper form in the eyes of the Jedi Council.

The seven forms do not by any means present an exhaustive look at the possibilities of lightsaber combat. They showcase the most effective methods within the context of the Jedi's philosophy and purpose as keepers of peace and justice. The Sith were known to employ variations of the Jedi forms, but they also practiced their own disciplines, unfettered by the moral constraints of the Jedi. The Sith had no compunctions about wielding a lightsaber in anger or exploring the many ways in which the weapon might inflict pain on a foe. It is possible that other Force traditions developed their own approaches to lightsaber combat, which are now lost to history.

FORMS IN FORCE AND DESTINY

In **FORCE AND DESTINY**, each of the six careers has a specialization that concentrates on one of the first six of the seven lightsaber forms. That specialization's talent tree includes talents suited to the combat techniques of the associated form. A character who acquires and uses these talents in combat has adopted a fighting style that is mechanically similar to the form. Talents for the Shii-Cho Knight specialization steer a character toward engaging multiple foes with direct attacks, for instance. Characters with the Makashi Duelist specialization excel in one-on-one combat against a lightsaber-wielding foe, and so on.

This leaves one form, Form VII, unaccounted for. This is entirely intentional, as Form VII is uniquely challenging for any practitioner. Even at the height of the Jedi Order, Juyo and its variant, Vaapad, were almost unheard of. At any given point in history, only a handful of Jedi, at most, practiced this form. The dangers of Form VII can lure even a Jedi Master perilously close to the dark side; it is certainly less suited to most **FORCE AND DESTINY** Player Characters than the other forms. Nevertheless, the Juyo Berserker specialization (see page 26) opens Form VII, the Ferocity Form, as an option for PCs. Adopting this specialization could represent the discovery of forbidden and forgotten knowledge, or it could just as readily reflect an untutored character's natural harnessing of personal rage in battle.

From a player's perspective, the specializations named for one of the traditional Jedi lightsaber forms offer a convenient way to represent a character's fighting style in terms of that form. They do not necessarily represent a conscious engagement in learning the style the same way the Jedi did; they might just as readily represent a character's personal approach to combat, one that shares important features with Jedi tradition. However, they certainly can represent a literal practice if the character discovers a mentor, holocron, or other source of knowledge, or is one of the rare few survivors of the Great Jedi Purge, with firsthand experience.

One way players can individualize their characters is by taking specializations beyond their initial one. Additional specializations can come from multiple careers. This allows a PC to gain access to talent trees for multiple lightsaber forms, regardless of starting career. Again, this could represent either a purposeful advancement in the ways of the Jedi or a natural progression in fighting style in response to personal experiences. In both cases, the character could be considered to be developing a new, unique form.

THE SEVEN FORMS

At the time of its destruction, the Jedi Order officially recognized seven lightsaber forms. In truth, there were as many approaches to lightsaber combat as there were Jedi, for no two Knights applied a given form in quite the same way. Upon mastering a form, a Jedi would almost immediately begin to apply a personal touch, differentiating from other practitioners of the form. In fact, there was enough variation between practitioners that an expert could often identify a Jedi's primary tutor or master by that Jedi's fighting style.

FORM I: SHII-CHO

Form I—known as Shii-Cho, the Determination Form, and sometimes the Way of the Sarlacc—was the most ancient lightsaber form still in use at the time of the Jedi's fall. In fact, it was the first form created, codifying standard lightsaber techniques in the early centuries of the Jedi Order. Compared with the forms developed later, Shii-Cho is direct, even simplistic. The philosophy and techniques of this basic and traditional approach remain effective, however, and it is undeniably potent in the hands of a master.

The origins of Shii-Cho are murky, an unavoidable consequence of the nearly inconceivable amount of time that has passed since its inception. While it is possible that what would become Shii-Cho was originally seen as the only effective or proper way to wield a lightsaber, it is also possible that it was but one of several disciplines then in use, the one that ultimately would win out in popularity and efficacy. It is likely that Shii-Cho represents the synthesis of several styles of lightsaber combat that arose concurrently. Regardless, Shii-Cho as it was known in the last days of the Jedi Order was established as a distinct style within the first millennium of the Jedi's existence.

The early Jedi, and perhaps even their precursors, adapted the fighting style that would become Shii-Cho from existing swordplay

FORM ZERO

Many Jedi were proponents of what was called "Form Zero." This was not in fact a true form of lightsaber combat, but rather the belief that a Jedi's most important martial skill was the judgment to draw a lightsaber only when truly necessary. In naming this principle "Form Zero," the Jedi Masters who propagated the belief highlighted the importance of this concept as a foundation for all lightsaber technique. The Jedi were always keepers of the peace. For most Jedi, all forms of violence, including the use of a lightsaber, were only means to this end. This concept has been particularly important for Warriors, for whom additional combat expertise can mean further temptation to settle matters via lightsaber blade even when other solutions remain possible. To those who practice Form Zero, this is poor technique at best, and moral weakness at worst. In the most extreme application of Form Zero, violence is truly a last resort.

techniques. These traditional maneuvers primarily focused on direct blows intended to kill or maim, and their results were amplified by the unprecedented efficacy of the lightsaber. As the early Jedi saw the spiritual dangers inherent in such aggressive techniques and deadly intent, they attempted to balance their nascent lightsaber combat style with an increased focus on disarming the foe. Of course, it proved quite easy to disarm most opponents, since few weapons—if any—could resist a lightsaber strike.

In fact, lightsaber-wielding Jedi were at such an advantage against foes armed with traditional melee weapons that Shii-Cho developed alongside a philosophy advocating the defeat of a foe without inflicting serious injury as the highest form of victory. This concept, so integral to Shii-Cho, became almost inseparable from the overall philosophy of the Jedi and their purpose as peacekeepers.



Although later forms sought to address the weaknesses of Shii-Cho, they did not supplant the style entirely. Its relative simplicity ensured that Shii-Cho remained a popular form for Padawans throughout their training, and full Jedi Knights continued to practice the

form throughout the order's history. For Jedi with full command of multiple forms, Shii-Cho often served as a last resort when other forms failed, or in situations that rendered more specialized forms impractical. Other Jedi included Form I techniques in their standard repertoire, employing them alongside maneuvers from other forms in order to minimize the weaknesses of Shii-Cho.

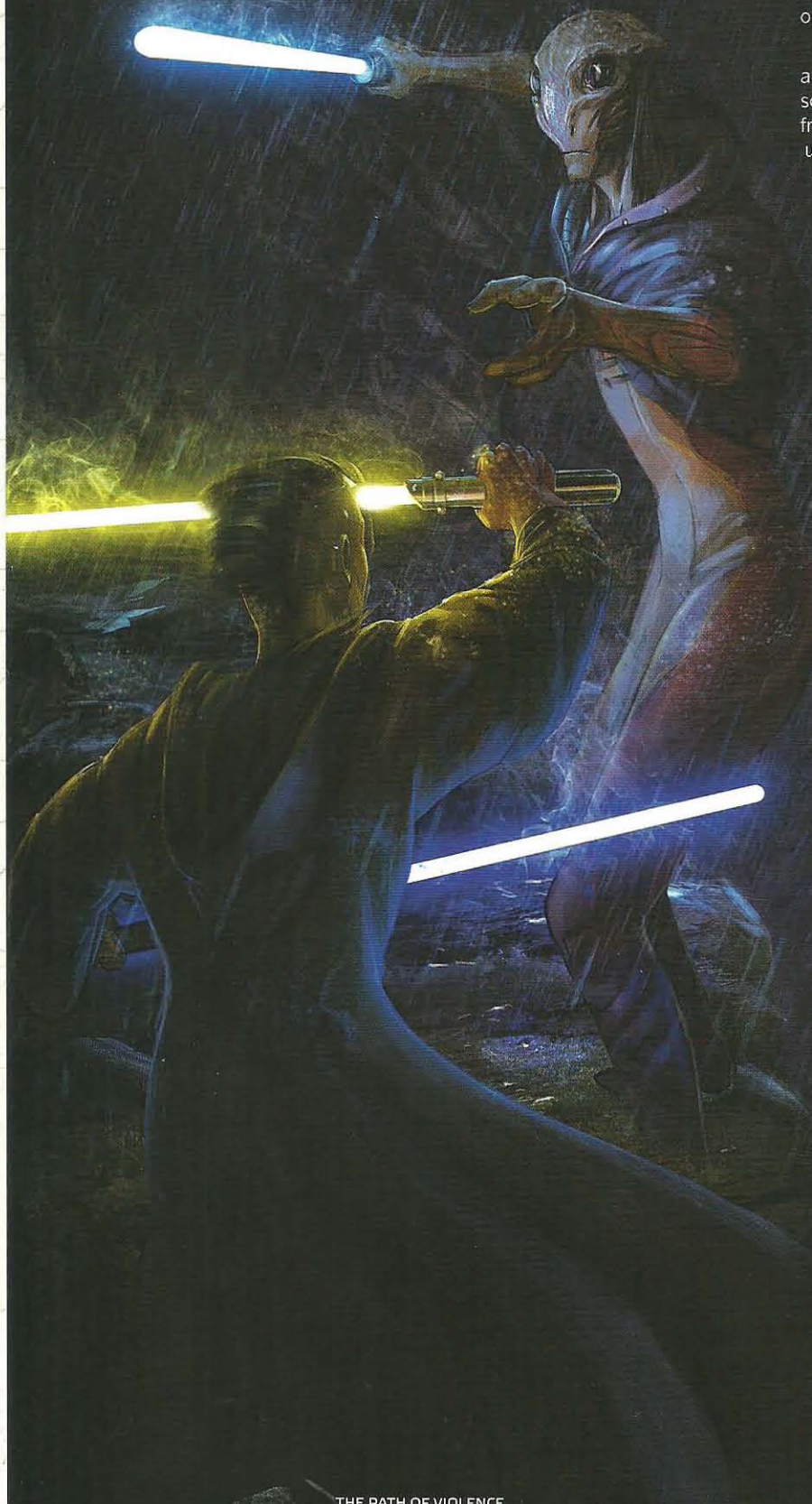
Even into the last days of the Republic, Form I had its advocates. During the Clone Wars, Shii-Cho experienced something of a resurgence among Jedi fighting on the front lines. The B1 battle droids and other rank-and-file units of the Separatist military proved highly vulnerable to the direct and aggressive approach of Form I, thanks to their relatively slow reactions, predictable programming, and lack of defenses against lightsabers. In a way, the simplicity of Shii-Cho offered a perfect counter to the battle droids' dimly blunt approach to combat. However, Jedi who favored Form I in the battles against the Droid Army usually tempered it with defensive maneuvers from Forms III and V to deal with the high volume of blaster fire.

SHII-CHO IN PRACTICE

Shii-Cho favors a direct approach to combat that strongly resembles that of traditional sword-fighting, of the sort still practiced by warriors throughout the galaxy wielding monomolecular-edged blades and vibroswords. The strikes and broad parries of Shii-Cho are quite basic in comparison to the sophisticated Force-empowered maneuvers of other forms. However, this relative simplicity ensures that Form I is viable in a variety of situations, if perhaps less effective than a more specialized form.

Because it favors direct attacks over the acrobatic mobility of Form IV or the Force powers of Form VI, Form I might appear more aggressive than other forms. This appearance is misleading, however. Far from the tempestuous Form VII, Shii-Cho requires a calm and collected, even methodical, application. Shii-Cho practitioners attack frequently in order to take advantage of any opening the foe presents, or to force one when necessary. However, Form I users always return to a defensive stance after each strike, and they make extensive use of parries. In this way, Shii-Cho maintains a consistent but flexible balance between defense and offense.

One notable deviation of Form I from traditional sword-fighting techniques is in the use of wide, sweeping motions to strike multiple opponents. Such maneuvers are impractical, even foolish, when wielding an ordinary blade. Even a skilled user with a keen-edged weapon takes an extreme gamble in making an attempt, as failure leaves them open to a counter attack. Trying to cut through the layers of armor, flesh, and bone of multiple opponents both slows a standard blade and alters its trajectory. A lightsaber does not face these issues, as its blade can slice through a theoretically limitless quantity of material without any loss of cutting power.



FORM II: MAKASHI

The second lightsaber form, known as Makashi, arose in direct response to the appearance of enemies who themselves wielded lightsabers—the Sith. The techniques of Shii-Cho, derived from traditional blade-to-blade combat, did not account for the unique qualities of a lightsaber pitted against another lightsaber. In particular, a lightsaber beam's omnidirectional "edge" and lack of mass opened up new avenues of attack that the parries and other defensive maneuvers of Shii-Cho simply could not counter. Form II takes full advantage of these same traits from a defensive standpoint. Once established, it remained the standard for lightsaber duelists until the end of the Jedi Order.

Prior to the emergence of the Sith, the Jedi had never faced adversaries on truly equal terms. These new foes were the counterparts of the Jedi in every way, from their use of lightsabers to their mastery of the Force. In fact, the first Sith were fallen Jedi who possessed intimate knowledge of all the Jedi's ways, including the techniques of Shii-Cho. Both sides of the conflict that would come to be known as the Hundred-Year Darkness swiftly found their existing techniques insufficient for defending against lightsaber-wielding opponents. The early duels between Jedi and Sith were often quite brief, and the casualty rate early in the war was appallingly high.

The Jedi and Sith sought every advantage in the struggle, which soon led combatants on both sides to experiment with the use of a second lightsaber. The techniques of Shii-Cho were entirely unsuited to wielding two lightsabers, and Jedi had previously fought exclusively with a single blade. Even as the Makashi form began to take shape, duelists found wielding dual lightsabers awkward and impractical for the precise movements needed. This led to the development of the first shotos, which some early practitioners of Makashi wielded as off-hand weapons, a practice that endured throughout the age of the Republic.

Even on a battlefield where dozens of Jedi and Sith clashed, most warriors focused on a single foe at a time. These lightsaber duels arose organically as combatants sought to engage one another on equal terms as much as possible, or else were swiftly overwhelmed. The prevalence of duels was yet another unique element of this unprecedented conflict, and the lessons the Jedi learned defined Form II. Unlike Shii-Cho, which prepared warriors to face superior numbers, Makashi focused primarily on combat with a single foe, and its defensive maneuvers reflect this. Of course, a duelist still might be called upon to face numerous foes, and so must also practice other techniques.

For many Jedi, Makashi represented the most refined and elegant form of lightsaber combat. In contrast to the broad sweeps of Shii-Cho, Form II requires unerring precision in every movement. This is a relic of the form's origins, when the stakes could not be higher and a single misstep could mean a sudden death at the blade of a lightsaber. Consequently, Makashi places a high focus on techniques to avoid being disarmed, while disarming one's opponent in turn.

MAKASHI IN PRACTICE

Form II presents a graceful, even balletic approach to wielding a lightsaber. For many observers of Makashi, even Jedi in training, this elegance was the defining feature of Makashi, even more so than the form's effectiveness. This may reflect the importance many Makashi practitioners place on the psychological and interpersonal aspects of a duel.

Unlike other forms of battle, a duel represents a highly personal, almost intimate interaction. Achieving an understanding of one's opponent is key, as is concealing one's own intentions. For a master of Form II, projecting the right appearance and attitude can be as vital as any feint of the blade. Consequently, of all the forms, Makashi most assumes and encourages personalization on the part of the practitioner, for only with a unique flair and style can a duelist master their opponents' perception.

As part of this battle of personalities, Form II duelists carefully but continuously probe an opponent's defenses—both mental and physical—testing for the opening in which to deliver a potentially final blow. This approach stands in contrast to the barrage of powerful blows that is a hallmark of Shii-Cho. In another departure from the first lightsaber form, Makashi emphasizes retreat as much as advance; practitioners continuously close with and withdraw from an opponent in response to the intensity of the foe's offense.

FORM III: SORESU

Form III, or Soresu, developed in response to the growing prevalence of blasters throughout the galaxy. The necessity of an entirely new form to fill this niche stemmed from the relative ineffectiveness of Shii-Cho techniques in countering blaster fire—developed as they were from entirely melee-based techniques—and from Makashi's complete lack of suitable techniques.

Central to Soresu techniques was a lightsaber blade's ability to deflect blaster bolts and even—with extensive practice—to reflect them back at attackers. This latter possibility was one of the major breakthroughs in lightsaber combat in the era of blaster supremacy, and it was a key approach to damaging opponents while employing Form III. However, deflecting blaster bolts is only one tool in the defensive arsenal of a Soresu practitioner, who trains to block and parry lightsaber strikes, withstand numerous opponents, and above all maintain a calm focus that allows an appropriate defensive response to any threat.

In every aspect of combat—and in contrast to Form I's sweeping motions—Form III utilizes tight, controlled movements and a strict economy of action. This is key to the total defense of Soresu, as even the slightest extraneous motion risks leaving an opening for a blaster bolt, vibroblade, or lightsaber to slip through. This caution applies not only to Soresu fighters' lightsaber movements, but to their entire body. Form III stances present a minimal target to assailants, not only limiting the opponent's avenues of attack, but reducing the area the Soresu practitioner must defend with lightsaber parries and blocks.

This strategy is representative of Soresu's thoughtful, even intellectual approach to all aspects of battle. Although

proper employment of Soresu depends upon the practitioner's raw agility and speed, this is secondary to mental acuity. The form's emphasis on efficient and tightly controlled motions somewhat relaxes the physical requirements. Further, the form emphasizes not only moment-to-moment tactics but also a larger strategic approach to combat. Warriors using Form III take a broader view of battle, adapting as necessary to incoming attacks. The Soresu practitioner carefully considers each attack as well as the overall pattern, a purely defensive strategy that scales with nearly any number of enemies.

Although it was initially developed primarily to address the issue of blaster fire, Form III took on greater significance as a form focused almost entirely on defending against attacks of any nature. Form I's emphasis on offense left the defensive uses of the lightsaber in need of further exploration, while Form II's protective techniques quickly lost effectiveness against numerically superior foes—especially if they were armed with blasters. Soresu may have originated to address the threat of blasters, but even once deflection techniques were incorporated into future forms, Form III remained a viable and worthy focus for Jedi thanks to its exhaustive focus on defensive techniques for all situations.

SORESU IN PRACTICE

Soresu's distinction as the Resilience Form is well earned, for its effective use depends on outlasting one's opponents. To properly employ the form, one must focus entirely on defense, committing all mental resources to examine every move the enemy makes. In this manner, the Soresu master prepares to take full advantage of the enemy's most exploitable opening, which most often comes about as a result of physical exhaustion or mental frustration. Fortunately, the economical motions Form III employs help to ensure practitioners do not succumb to fatigue before their opponents.

Similarly, Soresu prizes calm and tranquility in the practitioner, a control and minimization of mental and emotional variance as precise and complete as that of physical motion. While opponents grow increasingly frustrated with their inability to penetrate the Form III fighter's defenses, the Soresu practitioner calmly waits for a prime opportunity to strike. That this emphasis on the suppression of emotion so resembles the larger Jedi philosophy likely speaks to Form III's enduring popularity even after the advent of latter forms.

FORM IV: ATARU

The fourth lightsaber form, Ataru, originated some centuries after Form III. In many ways the inverse of Soresu, Form IV focuses almost exclusively on offense. Its practitioners seek to end a fight as quickly as possible rather than outlast the foe. At the time of Form IV's development, Jedi understanding and mastery of the Force had grown significantly since the early days of Shii-Cho. Compared to that form, Ataru placed greater emphasis on the use of the Force to enhance movement in all aspects of combat. However, Form IV's defining features are its focus on all-out offense and on speed and agility.

Whereas Form I depends on a continuous series of strikes to eventually force an opening, Ataru seeks to end a fight

swiftly by rapidly overpowering the foe with a flurry of blows. Dubbed the Aggression Form for its reliance on offensive techniques, Form IV utilizes a highly acrobatic style. Practitioners employ leaps and somersaults to attack an enemy from many unexpected directions. Ataru requires considerable open space for best effect, as the practitioner needs adequate room to move in all directions. With the enhancement the Force offers, an Ataru fighter can obtain considerable height with each jumping strike and can cover distances with preternatural speed.

The many acrobatic techniques of Ataru utilize the Force in a more obvious way than do other forms. Although all Jedi drew on the Force in their mastery of lightsaber combat, Form IV features many movements that are clearly impossible without using the Force, even for the most athletically accomplished sentients. An Ataru master moves with lightning speed, delivering a barrage of lightsaber strikes too fast for the unaided eye to follow. It is the Aggression Form that gave rise to galaxy-spanning legends of the supernatural powers of the Jedi.

Despite its focus on attack, Ataru does incorporate some of the lessons of Form III. Still, Form IV uses defensive movements only minimally. The focus is always on attack. Parries, blocks, and other defensive techniques serve only to protect the warrior long enough to close with the foe and deliver a flurry of Force-enhanced strikes.

In overcoming the offensive limitations of Soresu, Form IV admits equally significant defensive limitations. When facing numerous opponents or those with blasters, an Ataru practitioner has little choice but to use techniques from Soresu or another form in order to successfully defend against multiple attackers or deflect fire. Without doing so, even the most skilled Form IV experts can scarcely hope to defeat all foes before a blast or blade penetrates their meager defenses.

ATARU IN PRACTICE

If Soresu is the calm at the center of the storm of battle, Ataru is the gale and the lightning. Warriors employing Form IV are a blur of motion and flashing lightsaber strikes, unleashing an irresistible assault against the foe. Although the form has its limitations, it is undeniably effective, particularly against foes unprepared for such an onslaught. Of all lightsaber forms, none can so reliably secure victory so swiftly.

The whirlwind of attacks that Form IV comprises is not easily achieved, even by the greatest warriors. The form is incredibly demanding physically, and prolonged application can exhaust any practitioner. While the Force can counteract the effects of physical exertion, using it to enhance one's attacks is draining in its own way. This is why Ataru users must secure victory swiftly. Many masters of the form believed that all battles have a tipping point by which an Ataru practitioner must secure victory or accept defeat.

Form IV places speed above power, another deviation from Form I. This evolution is not surprising, as the very nature of lightsabers is such that the user's raw strength does not hold the importance it does with traditional blades of metal. Nonetheless, momentum is vital to effective Ataru technique, and masters of the form use the Force to enhance their blows and better overcome enemy defenses.

Although practitioners of Form IV fight aggressively, this is not to say they fight with anger. Like practitioners of all lightsaber forms—with the very notable exception of Juyo—Ataru users strive always to fight without emotion, as is the Jedi way. To allow emotion in during the heat of battle is dangerous; in a deadly situation, emotions quickly become strained and intense, and even a moment of anger can quickly lead to the dark side.

FORM V: SHIEN AND DJEM SO

Form V was developed by practitioners of Form III who saw the need for better offensive capabilities. These Jedi valued Soresu's defensive techniques but sought a form that better incorporated attacks. While Form IV went in an entirely opposed direction, focusing almost exclusively on offense, Shien practitioners tempered Form III's potent defensive maneuvers with an increased emphasis on attack.

In the eyes of some Jedi, Form III wasted time and energy by focusing exclusively on defense and simply waiting for an opportunity to attack. Form V maintains many of the defensive techniques of Soresu but instead actively seeks to create an opening to attack. The form achieves this primarily by turning opponents' attacks back against them, whether by literally reflecting a blaster bolt back at the shooter or following up a parry with a powerful counterattack.

Form V's Shien variant was the first to appear. Shien continued down Soresu's path in seeking an effective combat style in light of the continued prominence of blasters throughout the galaxy. Shien's primary focus in this regard was the use of a lightsaber to not only stop blaster bolts, but reflect them back at the very enemies firing them, transforming the enemy's blaster into a weapon of the Jedi. This technique proved so successful and effective that virtually all Jedi incorporated it into their repertoires, regardless of their favored form.

The Djem So variant of Form V developed some centuries later to address the inadequacies of the form for combating opponents in melee. Djem So emphasizes defense against melee attacks, particularly by foes wielding lightsabers. The principles and approach, however, are largely the same as Shien, and the maneuvers and techniques that do vary are not adequately different to mark Djem So as a distinct form. Most practitioners of Form V practice both Shien and Djem So techniques to remain prepared for any type of foe, though they might favor one over the other.

Form V is a fluid style. Practitioners must always be ready to spring to the attack from a defensive position and to return to protection when momentum runs low. While Shii-Cho and Ataru force the situation and Soresu waits patiently for an opportunity, Shien and Djem So seek to control the momentum of battle, cleverly using whatever circumstances arise to their advantage.

SHIEN AND DJEM SO IN PRACTICE

Form V is a physically demanding style, calling on the user to quickly transition from a dedicated defensive stance to an all-out attack. Key to Shien's success is attacking without warning, when the foe does not expect it. Both strength and speed are required to

immediately follow up a block or parry with a powerful series of strikes before enemies can prepare their own defense.

Form V contains a number of maneuvers for closing with a blaster-wielding opponent. However, it lacks the mobility of Ataru. Once locked in melee, a Djem So fighter moves little except for what footwork is required to press the assault against a foe. Likewise, shielding oneself from the blaster fire of numerous opponents greatly limits one's mobility.

Shien practitioners sometimes used a distinctive reverse grip considered antiquated by the time of the Clone Wars. Advocates of the technique believed that this grip allowed a warrior to leverage power. Others argued that it was less effective for defensive maneuvers, marking the approach as quite controversial among Form V masters.

FORM VI: NIMAN

The sixth form of lightsaber combat was the last to obtain widespread acceptance in the Jedi Order. In the centuries following its development, Niman largely eclipsed the other forms in popularity, in many ways becoming the new standard for the Jedi. To many Jedi, Niman was the result of the natural progression of lightsaber combat. Further, in a time of relative peace, some Jedi perceived the other lightsaber forms as outdated.

In many ways, Niman represents the synthesis of previous forms. By balancing the various qualities and approaches of Forms I through V, Form VI avoids many of the weaknesses inherent in those forms. However, it also fails to achieve their full strengths, which led some Jedi Masters to malign it as a diluted form.

Form VI emphasizes balance and harmony. In some ways, Niman is not as potent—at least in the sense of deadly—as other lightsaber forms, and this was quite intentional on the part of its developers. The Jedi who contributed to Niman's development sought to master a style of lightsaber combat that could achieve victory without dominating the opponent. They wanted to defend themselves and even deliver justice without the temptation of power. For these Jedi, Form IV's



approach, with its reliance on swiftly overpowering an opponent, was too aggressive. In spite of these moral concerns, it is also likely that these Jedi simply wanted an effective combat style that did not require the intense physical training of Forms IV and V.

Overall, Niman is less demanding physically than the other forms, thanks in part to its increased focus on the application of Force powers over bladework. For this reason, it was an attractive option for Jedi who wished to commit their energies to studies of areas outside of the martial. Of course, this is not to say that Form VI is ineffective. However, to compete with more dedicated lightsaber forms, a Niman practitioner must exercise greater use of Force powers beyond the enhancement that is common to all combat styles.

Form VI makes extensive use of the Force to hinder or manipulate opponents' movement. These techniques can draw opponents within range for a lightsaber strike, push them away as a defensive measure, or even bind them in place. Some more martially inclined Jedi saw this approach as a poor substitute for blade expertise, but Niman proved both highly effective and popular. By the time of the Clone Wars, Niman was the most commonly practiced lightsaber form. To some warriors of more traditional inclinations, this was a sign of dangerous complacency.

NIMAN IN PRACTICE

In battle, Niman more closely resembles Form III or Form V than the more aggressive forms. Its approach is carefully balanced but tends to favor defense. This reflects its origins and explains its popularity among Jedi whose primary interests lie outside the martial pursuits. However, Niman is as distinctive as any other lightsaber form, and any Jedi—or anyone thoroughly educated in the traditions of the Jedi—can recognize it immediately.

With its extensive integration of Force powers, Niman is the least physical of lightsaber forms, and in fact is quite unique among all martial arts traditions in the galaxy's history. For a Niman practitioner, strength of will is at least as important as physical agility and power. A fighter using Form VI must possess not only sufficient mastery of the Force to maneuver an opponent about the battlefield, but also the mental discipline to resist relying overly on physical strikes.

FORM VII: JUYO

Although Juyo is designated Form VII, its development began millennia before its formalization. In fact, Juyo likely originated in techniques rejected from Shii-Cho in the earliest days of the Jedi Order—techniques considered too aggressive and dangerous. In the long centuries following, the techniques that would come to constitute Juyo were sometimes practiced openly, sometimes in secret. Eventually, the Ferocity Form gained recognition by the Jedi Council, only to be banned less than a century later.

Juyo is an intensely aggressive form, even more so than Form IV. What truly differentiates it from other lightsaber forms is the emotional state it fosters, and even requires. Form VII is known as the Ferocity Form with good reason; not only does Juyo utilize a highly aggressive offense, but it

requires the practitioner to actively draw upon their anger and negative emotions to fuel the relentless assault.

Unsurprisingly, Form VII was controversial from its inception, and many saw its practice as a fundamental violation of the Jedi Code's strictures against passion and chaos. It is likely that the Jedi Council recognized the form only because of the desperate nature of the time in which it arose, during a resurgence of the Sith approximately four thousand years before the Clone Wars. For decades, Juyo saw significant use among both the Jedi and their ancient enemies as the two orders of Force users battled. Yet, by the end of this great war against the Sith, many Jedi who practiced Form VII had fallen to the dark side or come perilously close. In the aftermath of the conflict, with the reckoning clear, the Jedi Council forbade the study of Juyo. Over the following millennia, this prohibition gradually relaxed to an extent, but Form VII would never again be practiced by Jedi save those who received express permission from the council—or who defied the council's will.

To maintain the onslaught of Form VII without exhausting oneself, giving the enemy an opening, or sacrificing accuracy, a practitioner must channel the Force with every movement and strike. This focus is a large part of what makes Juyo so dangerous to the enemy, but it also poses a danger to the warrior. Because Form VII draws on a negative emotional state, drawing so heavily and continuously on the Force brings the practitioner perilously close to the dark side of the Force.

VAAPAD

The sole Form VII variant to gain recognition by the Jedi Council, Vaapad was only created in the final decades of the Jedi Order. The key architect of Vaapad was Jedi Master Mace Windu, who developed the form to address his own weakness by controlling his inner darkness and channeling it to worthy ends. For this purpose, he refined advances from the preceding centuries and, in the minds of some, finally perfected Form VII as a true lightsaber form in line with the tenets of the Jedi Code.

Only a handful of Jedi trained in Vaapad prior to the enactment of Order 66 and the destruction of the Jedi Order. Even Mace Windu himself was wary of allowing others to study the form, outside of his own Padawan pupil, well aware of the danger it posed. Practitioners of Vaapad draw on their anger and passion, but never give in to them. Compared with other lightsaber forms, which direct warriors to master their emotions, Vaapad's approach is dangerous. However, it is not as reckless as Juyo's manner of employing unchecked aggression.

Despite its refinement over Juyo, Vaapad is clearly Form VII at its core when seen in battle. The Form VII practitioner fights with controlled fury, laying about with a combination of frenzied, rapid strikes and powerful blows. Both variants of the form are as demanding physically as they are emotionally, and in some ways hark back to the direct, kinetic simplicity of Shii-Cho.

WARRIORS AND MORALITY

To resist violence altogether, though it might make life more difficult, would help a Force sensitive avoid much of the conflict and confusion that fighting for the light side brings. However, it is rare for a Warrior to take this passive path. Warriors use the Force as a power for good, but through violent means, and the resulting conflict and confusion make these characters both complicated and fascinating. The drama of *Star Wars* comes as much from the inner moral struggles of the characters as from the physical fight between good and evil that occurs on-screen. In-game, the inner turmoil of the Warrior, whose capacity for violence is tempered only by a personal moral code, makes for an interesting character and many exciting scenarios. The GM can test the Morality of the Warrior by manipulating Motivations, taking inspiration from backgrounds, and offering temptations. A Warrior character may often have the advantage in an external fight, but the internal one is what truly tests the Warrior's strength.

All PCs wrestle with difficult choices, and all have a personal moral code for the GM to test; however, it is the Warriors who truly exemplify moral struggle. Their nature entails violence, and the path of a light side Warrior is perhaps the hardest of all to tread. A Jedi, or one who seeks to follow that path, must recognize the need to fight when the time is right and to lay down the lightsaber when it is time to wait. In war, some Force users might be compelled to sacrifice their own Morality for the greater good, but only when they are able to see the bigger picture. For the Warrior, violence is often the best means to create change.

Although issues of morality add great flavor to a narrative and nuance to a character's personality, in **FORCE AND DESTINY**, Moralities also have a more direct, mechanical consequence. For specifics, the GM can refer to **Using Moralities** in the **FORCE AND DESTINY** Core Rulebook (pages 322–325). One important point to remember is that the mechanic is designed to incorporate the narrative into gameplay, adding a real element of risk to a character's decisions. It is not meant to control or restrict the narrative. It is up to the GM to apply Conflict in such a way that a PC's inclinations toward the dark side or light side are reflected by that PC's Morality value. Moreover, once a PC is strongly committed to one side or the other, it should take an act of great heroism or villainy to change the character's moral stance completely. Choosing one side or the other is a life-changing decision for any character. Remaining on a chosen path should be made difficult, but not impossible, by the decisions a PC faces during the game. The GM can achieve this by giving the PC choices to make for which the right path is the more difficult one or is not so clear on first appearance.

THE PATH OF THE WARRIOR

All users of the Force must be careful of their actions, or they risk falling to the dark side. For Warriors, this task is even more difficult, because fighting as a force for good requires constant restraint, and emotions that arise during battle can easily lead to the dark side.

Warriors fight against the dark side within and without. Other Force sensitives might avoid a fight, using the Force only for defense, as Yoda would advise, and "never for attack," but the Warrior's path does not always offer this solution to a problem.



To remain on the light side, a Warrior must always fight for others and not for personal gain, and must never fight due to negative emotions like anger or hate. A true Jedi willingly sacrifices the self for the greater good, but Warriors may have an even more difficult sacrifice to consider. The Warrior may be forced to choose between remaining true to a moral principle and fighting or killing for the benefit of another. If a Warrior does cross a self-imposed line for selfless reasons, such as saving the lives of others, this is itself a great sacrifice.

Some Force sensitives have no knowledge of the Jedi Code, and therefore cannot be judged for failing to live up to it. Playing such an untrained and persecuted Force sensitive is easier than playing a fully trained and educated Jedi. The character does not have to be spiritually enlightened to know the difference between right and wrong, no matter how difficult the GM might make a PC's decisions. Force sensitives should only have to follow their nobler instincts to remain on the light side of the Force. This is not to say that the dark side has no appeal, and perhaps this is what makes Force-sensitive characters so interesting to play. A character in ignorance may dabble in both sides of the Force, on a personal journey toward understanding.

The GM must remember that these Force-sensitive characters are often untrained and unguided, except by the Force itself. When the moral and immoral choices are not clear, the GM can forgive the untrained Force user for making the wrong choice if it is made for the right reasons. However, though the GM can choose to be less strict when assigning Conflict to these characters, the pull of the dark side is a real threat to the trained and untrained alike. Even those who have not received guidance in the use of the Force and its mysteries can often recognize the difference between using power for evil and for good. Ignorance is no excuse for deliberately giving in to those emotions and drives that lead to the dark side.

THE GOOD FIGHT

Warriors differ from other Force-sensitive characters in that they are less likely to consider the choice to fight an immoral one. For Warriors, the question is often not when to fight, but how. To bring a Warrior's moral dilemmas to the fore, the GM must consider the nature of a fight, the options leading to victory or defeat, and the potential consequences. As always, the GM must consider the individual makeup of each character to challenge the players. As they do for characters of all careers, Moralities and their effects vary for each individual Warrior, depending on the PC's choices during character creation and experiences during gameplay. In particular, a Warrior's specialization has a considerable impact on how the Warrior deals with issues of Morality, and therefore influences the way the GM can bring moral conflict to the forefront of a game.

The methods used by an Aggressor may seem brutal, but the demonstration of superior fighting ability makes future battles less likely as the Aggressor cultivates a fearsome reputation. The GM can play this up, allowing NPCs to illustrate the effects of such a reputation, but can also challenge it on occasion. The arrival of an NPC who is more brutal than the Aggressor, is fearless, or simply is heedless of personal safety removes that advantage for a while. Such NPCs compel the Aggressors to live up to their reputations, find alternative methods of achieving their aims, or rely on the help of other players. To challenge the moral stance of an Aggressor, the GM can construct scenarios in which brutal actions merely make a situation worse or have unexpected consequences. For example, if an NPC misleads the PCs while on a mission to stop a murderer or other vile criminal, the group may take down the wrong suspect. If the Aggressor uses brutal tactics against the perceived criminal rather than attempting to stop the character peacefully, and then afterward discovers the truth, the moral consequences are higher. This can be illustrated both through Conflict points assigned by the GM and via the reaction of other NPCs, who could vilify the Aggressor who mistreated the wrongly accused.

LESSONS OF THE PAST

Since the Jedi are all but extinct, some characters may argue that the Jedi way was not the right one—that the moral principles of the Jedi were unviable and forced their most able Warriors to turn to the dark side. For anyone with knowledge of the Jedi, this might seem a cynical view, but some younglings are raised to believe the Jedi were flawed, hypocritical, or even evil oppressors. The Empire has no scruples when it comes to propaganda, but the best lies are those based on truth. Perhaps the Jedi were not as enlightened as they believed.

However, for every Jedi Warrior who became a servant of the dark side, there were many more great Warriors who resisted temptation and fought hard for the light side. Even some Jedi known for having unrivaled prowess in battle, such as Jedi Master Mace Windu, remained true to the Jedi Code. Mace Windu was one of the few Warriors to master Form VII and

make it his own. This form relies on the control of negative emotions, but still he remained firmly on the side of light.

A character's background and Jedi training, or lack thereof, determine how the character views the Jedi of the past. Those who seek to emulate the Jedi way, to learn and live by the code, can take hope from stories of Jedi such as Mace Windu. Accounts of other Jedi Warriors, such as Anakin Skywalker, serve as cautionary tales.

In either case, the GM and players do not have to use the Jedi Code as a guide when determining a character's Morality, but can rely on a more basic sense of right and wrong. The Morality rules on page 51 of the **FORCE AND DESTINY** Core Rulebook and the guidance in this book apply to both Jedi sympathizers and denigrators alike.

The Colossus is a character who can safely refrain from fighting back, who can take a beating and rise above it. However, this character has a tendency to answer power with power, and that is not the Jedi way. A GM can put the Colossus in situations that highlight this struggle. For instance, if an NPC turns on the Colossus due to a misunderstanding, it forces the PC to decide whether to fight back or deliberately flee a fight the character could easily win. The GM can also target the PC's emotional weakness, challenging a Colossus with the Fear weakness by putting friends or companions in danger or by populating a spaceport with NPCs who prey on naive young Warriors.

The Steel Hand Adept is sometimes able to avoid moral dilemmas, since this character can effectively disarm or disable opponents, and so renders killing unnecessary. However, the GM can still manipulate situations, bringing in an opponent who cannot be disarmed or creating an encounter in which leaving a criminal alive has dire consequences. Perhaps the law enforcers of the planet are corrupt, merely capturing the criminal is not enough, and the PC must face the decision of whether to kill in cold blood. Alternatively, the GM can use the character's emotional weakness, such as by bringing in a truly dastardly villain to challenge a Steel Hand Adept whose weakness is Desperation or by challenging a PC's belief in Justice when the villain begs for mercy.

Of all the Warriors, the Juyo Berserker is the one who walks closest to the dark side, harnessing anger and violence for every fight. On one hand, this means the PC is constantly aware of the danger of the dark side. On the other, this style of fighting is worryingly close to that of the Sith. The character already knows how important maintaining control of such negative emotions is, but the GM can easily provoke the character, providing situations that cause anger or necessitate violence, and allowing the PC to practice walking that fine line between light and dark. Whatever the PC's emotional weakness is, the Juyo Berserker must work hard to avoid moral pitfalls, being particularly vulnerable to accumulating Conflict already.

A Shii-Cho Knight is likely to have a stricter moral code to challenge, something akin to the ancient Jedi way, or the character's interpretation of it. This character may be quick to fight but considers the methods fair or honorable. The GM can put this PC in a position where fighting fair is not enough. Since the fighting style of the Shii-Cho Knight is most effective in close combat, the GM can lure the PC into a situation in which enemies stay at a distance, armed with long-range weapons, and offer a dishonorable way out. Preferably, this should involve targeting an emotional weakness. For example, a PC with the Obsession weakness may be willing to use an explosive to take out snipers even when doing so puts bystanders in danger.

Starfighter Aces are used to having power at their fingertips and enemies at a distance. Triggering their Morality may be easier when they aren't flying, but even when they are, the GM can raise moral dilemmas and bring their emotional weaknesses into play. If a Starfighter Ace has the Judging weakness, a simple transmission from an enemy pilot

KEEPING IT LIGHT

It is not necessary for players to get deeply involved in the philosophical discussion of right versus wrong; this is a game, after all. One of the charms of *Star Wars* is that the stories explore issues of morality, war, and death, while at the same time keeping things light. It may not be appropriate for the GM to put PCs in an impossible position, such as one in which they must decide whether to kill one innocent sentient in cold blood to save hundreds of lives, for example.

True Jedi are selfless, willing to sacrifice themselves for the greater good. Offering a PC a situation in which personal goals conflict with the character's Morality is a more effective test of character than grim moral conundrums. For example, an NPC could offer the PC a chance to feed a starving village by handing over a priceless artifact, recently won. Alternatively, the GM could give the PC a chance to steal a much-needed starfighter, although it would mean leaving another crew stranded on a dangerous planet. The stakes are up to the GM, but the decision is left to the PC.

Of course, prior to starting, the GM and players should work out what sort of game they want to play. It can help to set any boundaries before play begins. How dark do the players like their games? Will the players enjoy a moral debate when difficult decisions arise? If the morals of the PCs clash, are the players likely to argue? Confrontations between PCs should add to the drama, not cause rifts between the players. Considering the above questions at the outset can prevent problems from occurring later, particularly if any players have a penchant for dark side characters. Ultimately, virtually any game is "right" as long as all the players, including the GM, enjoy being part of it.

begging for mercy could require the PC to make a difficult decision. A pilot carrying passengers might have to fight that character's Reckless weakness or put innocents in danger, while a pilot prone to Fear might need to overcome it on a dangerous mission that could save countless lives.

The above examples highlight ways in which the GM can bring Warrior characters' personal moral dilemmas into a game, allowing players to explore the strengths and weaknesses of PCs, particular specializations, and Morality. The GM does not have to trigger Morality in order to be inspired by a character's inner turmoil and work it into the narrative. By knowing the characters well and allowing the actions of the PCs to direct the flow of the game, the GM can tailor games that offer each player opportunities for character development and the satisfaction of seeing their PCs tested on a moral, intellectual, and physical level. True Jedi need to know themselves and their weaknesses.



MAINTAINING THE BALANCE

In most games, a balance between physical combat and social engagement is desirable. Even when there are one or more Warriors in a group, the GM should remember to maintain the balance. Warriors cannot always use violent means to solve problems. Although fighting scenarios are important for Warriors, other challenges bring out different aspects of a character and allow other PCs to take the lead and demonstrate alternative strengths.

The GM can effectively test a Warrior's emotional strengths and weaknesses in situations that do not require fighting. For instance, a Warrior who is brave on the battlefield might demonstrate the Recklessness weakness in a courtroom or negotiation. A Warrior might find that less is gained through Aggressive tactics in the market than would be in a cantina brawl, or a Warrior's Naivety weakness might make the

character too trusting to effectively barter with merchants. Since any emotional weakness can lead to the dark side, the character can learn some important lessons from nonviolent situations. In facilitating these lessons for all characters, the GM creates an exciting and varied narrative.

Of course, the GM has to run a game suited not only for the particular PCs in a group, but for the particular players as well. If the players enjoy active combat in-game more than the other aspects, they may choose to play Warriors for that reason. There is nothing wrong with running an exciting, action-heavy game if that is what the players want. The GM can still vary the types of combat involved, rewards, and consequences in a way that challenges and tests all players in different ways. An epic space battle against the Empire would involve more tactical choices, for instance, while a skirmish to free slaves from the Kessel spice mines might involve more moral choices and highlight different emotional weaknesses.

INTEGRATING WARRIORS

In the setting of **FORCE AND DESTINY**, Force sensitives are a product of an age of conflict. No matter whether they grew up during the height of the Clone Wars or in its dark aftermath, many beings learned that aggression and a capacity for violence are necessary survival traits in a galaxy at war. A Warrior's life is a history of violent struggles. As such, intimidation and pain might be the Warrior's primary tools for solving problems. Some Warriors are reluctant to unleash such aggression, while others revel in their enemies' fear. Regardless, the outcome is the same—all who stand in opposition suffer the Warrior's wrath or flee.

GMs looking to organize a campaign that centers on Warriors should be aware of what Warriors bring to the table and consider it when building encounters. Warriors are most at home during combat encounters, when the bulk of their abilities can take center stage. Warriors can also hold their own in encounters that challenge their physical skills. Running, climbing, and jumping are all well within the purview of the Warrior's training.

Many **FORCE AND DESTINY** campaigns have plenty of combat, so it is not quite as important to carve out space for the Warrior to shine as it is to avoid too many encounters in which they feel useless. Challenges that require technical aptitude can create roadblocks in an adventure for a Warrior-heavy party. However, Warriors are most likely to feel out of their element during social encounters. Many Warriors have only one strategy during social encounters: to threaten and bully others, until they are forced to fight.

This is not to say GMs should ignore social encounters in a Warrior-centric campaign. However, social encounters should be used more sparingly than usual, or to showcase another PC who is focused on social abilities. Another approach is to find a way to make some social encounters more physical. Perhaps someone with information the Warrior needs is willing to trade only if the Warrior demonstrates strength through a physical challenge. This might mean arm-wrestling the contact, winning a one-on-one game of smashball, or besting the contact's champion in gladiatorial combat. Offering such options to Warrior-heavy groups keeps the game moving and provides an alternative to social skill checks.

Warriors are a group's muscle. Their place is out front, protecting their allies on the battlefield. Aggressors might do this with threats and fear that keep enemies focused on them, while Shii-Cho Knights and Juyo Berserkers instead wade into battle, cutting down groups of foes. Colossi revel in the attention of their enemies, freeing up allies to complete their own objectives. Steel Hand Adepts unleash precise, controlled aggression to maximize their impact on any conflict. Even Starfighter Aces use their unique skills to bring the fight to the enemy.

PROACTIVE PEACE

Some Warriors keeping to the light side of the Force may have a hard time justifying their martial nature to other Force users. Such Warriors might eschew the idealism of

other Force users, taking a more pragmatic look at the galaxy. War and violence are everywhere, and the Warrior seeks to end conflicts quickly, minimizing the number of innocent bystanders and breaking an enemy's will to fight as quickly as possible.

When violence is inevitable, to minimize loss of life is one of the Warrior's guiding precepts. Eager to be in the thick of the action, Warriors excel at taking on multiple adversaries at once. Their inherent ability to attract violence often gives victims and bystanders ample time to find refuge. Sometimes, Warriors can even use their reputation to prevent seemingly inevitable fights. In this manner, Warriors might even use qualities typically associated with the dark side, like fear, anger, and aggression, to serve the light side of the Force.

There are several ways GMs can create opportunities for Warriors to flavor encounters. Providing the occasional swoop gang or group of hopelessly outmatched local toughs a chance to run afoul of the Warrior can make for an interesting display of power. Aggressors could convince the local muscle that they might have better luck elsewhere, while other Warriors might relish a chance to show off their abilities in a combat encounter with relatively weak enemies.

Having the Warriors rescue a victim of some kind, whether a local business or a lone stranger trying to get home from work, can add feelings of accomplishment. Maybe local law enforcement even happens across the aftermath. Such NPCs can provide information and the lay of the land—as thanks or just to get the troublemakers moving along—which Warriors

CONFLICT

To avoid having the Warrior amass Conflict merely due to the nature of this career choice, the GM should keep in mind how practiced the PC is at combat. Fighting and even killing are things the PC has likely deliberated before, if not experienced as part of the background the player selected or designed. Considering that Warriors often have more battle training than their companions and are more used to channeling their anger and keeping their emotions under control in a fight, the GM may decide to go easy on the Warrior when applying Conflict points in combat situations. By doing so, the GM allows the Warrior to shine.

To keep things fair, however, and avoid making a Warrior's life too easy, the GM can instead offer more Conflict points when training and past experience have not prepared the Warrior for a situation, when a fight obviously could have been avoided, or when an experienced Warrior really should have known better. Scenarios that test the Warrior's emotional weakness may well be such situations, so the character still has sufficient opportunities to gain Conflict points when appropriate.

THE POWER OF THE DARK SIDE

Some players give in to the temptations of the dark side before they sit down at the table to play, intending to design a character who bypasses the struggle with Morality and embraces the power of the dark side. Even if the other PCs are lovable roguish smugglers and idealistic Rebels, this does not have to be a problem.

First, the player of a Force-sensitive character needs not make their intentions known; they can easily play as a Warrior whose goals currently seem to fit with those of the other characters. Whether dark side or light, Force sensitives live in constant danger of discovery. They benefit from traveling with characters who live on the outside of the law, rebel against the Empire, and would never turn in a Force sensitive. Until Force sensitives become truly powerful, this is safer than surviving on their own. In such a case, the GM can use the PC's secret to inspire some interesting scenarios for the characters. A carefully planned reveal a few game sessions down the line only adds to the fun, as long as the GM finds ways to keep the PCs together. The GM can achieve this by offering a common enemy or a shared objective, though each PC's reason for pursuing that objective may be unique.

Alternatively, the PC could be open about walking a dark path while offering the other characters a deal to work together for mutual benefit. Colonists

desperate for aid or bounty hunters seeking credits may not care whether help comes from the dark side or the light. In such a case, the players can work together to ensure all the characters are compatible from the outset.

A third and more problematic scenario would be for the dark side PC to be on a quest for redemption. Prior to play, the GM should make sure the player is aware of the difficulty of this task, since it puts the dark side PC at a disadvantage. Such a character may begin with a starting Morality of 29, but to achieve redemption, they would have to increase Morality to 70 during gameplay, which is no easy task. GMs should refer players of such PCs to the sidebar "Redemption from the Dark Side," on page 52 of the **FORCE AND DESTINY** Core Rulebook, where the difficulties of this course are detailed.

Of course, the entire group may want to play characters of dubious morals. As long as the GM finds ways to offer them challenges regardless and remembers the advice from the **FORCE AND DESTINY** Core Rulebook that truly vile acts take place "offscreen," as most do in the films, such is possible. However, since most of the **FORCE AND DESTINY** rules are written with light side Force users in mind, this does create more work for the GM.

might otherwise have had to enter social encounters to acquire. The important thing with Warriors is to reward them for doing what Warriors do, which is fight!

DANCING WITH THE DARK SIDE

Of all the careers in **FORCE AND DESTINY**, that of the Warrior inherently skirts closest to the dark side of the Force. The Aggressor's philosophy of peace through fear is, in fact, not far from the tenets of the Empire's Tarkin Doctrine. The Warrior has much in common with the Death Star as a symbol of overwhelming power, against which any resistance would prove folly.

Of course, the Empire demonstrates its power and sows fear without a care for innocent bystanders, while the Warrior seeks only to sow fear in those who terrorize others. However, the line between the two is a fine one. It is a short journey from Anakin Skywalker to Darth Vader. Warriors would do well to examine the motivations behind their actions, lest they succumb to the dark side.

In light of Warriors' unique strengths, GMs should consider their plans for doling out Conflict (see the **FORCE AND DESTINY** Core Rulebook, page 324) before beginning a campaign that involves Warriors. The **FORCE AND DESTINY** Core Rulebook recommends that GMs award Conflict for resorting to violence as a first solution and for using coercion or threatening violence to pass social encounters. However, these are the

Warrior's primary tools for resolving encounters. This can be problematic for some players, as they feel penalized for playing their character as designed.

Although a Warrior's skills in violence should be used as a last resort, GMs should also bear in mind the player's wishes for the game. GMs can plan and run encounters in a way that promotes an appropriate level of combat while maintaining the in-game narrative that the Warrior has "no choice" but to resort to violence. This type of narrative could involve trigger-happy stormtroopers, easily angered gang bosses, and other such irritable or simply evil NPCs who make the decision to fight an easy one. If the GM never uses this sort of narrative, players might grow weary of tediously trying to persuade or negotiate with enemies for more peaceful resolutions, never employing the combat abilities they worked hard to gain.

Additionally, GMs should discuss Conflict with players prior to beginning a campaign, particularly if the group comprises mostly Warriors. Some players might revel in the struggle their character faces via Conflict and enjoy either their effort to keep to the light or their fall to the dark side. For these players, following the guidelines as presented should pose no issue. However, for those who feel restricted from acting, GMs might consider awarding Conflict only in extreme examples of those infractions, but at double or triple the suggested amount. This compromise can free the player to play their Warrior without feeling overly restricted.

Allowing the party to ride the Morality scale between the



MOTIVATIONS AND THE DARK SIDE

In **FORCE AND DESTINY**, the Motivation a player selects during character creation explains the character's choice to walk the path of the Warrior. However, the Motivation is not complete on its own. Rather, it is a prompt to help GMs and players flesh out a PC's background and personality. Even a seemingly noble Motivation can sometimes become twisted, leading a character down the path of the dark side. The discussions of the Motivation categories of Ambition, Cause, Faith, and Challenge on the following pages are deliberately open-ended to spark the imagination and help players design characters that feel unique at the table.

light and dark presents opportunities for some interesting encounters in-game. Most **FORCE AND DESTINY** campaigns involve fighting against the Empire and its agents of the dark side, but Warriors skirting the dark side might be opposed by Jedi survivors! This can provide a memorable, sobering encounter for PCs who don't realize just how far they've strayed from the Jedi path.

Beyond having players select a specific Motivation, GMs should have them determine why their character has that Motivation. What is its root cause? Why a PC starts with a particular Motivation might not be why the PC ultimately fulfills it. The changing impetus behind a Motivation can provide interesting character-arc material that players and GMs can plan together.

TEMPTING VIOLENCE

Using the optional rule of triggering Morality creates Conflict and promotes character development, but even when a group does not use this rule, every game session of **FORCE AND DESTINY** is likely to test the Morality of one or more PCs. To make games extra interesting for a Force-sensitive character, the GM can offer some tailored temptations, using background and Motivation to design scenarios that put the PC's Morality at odds with something the PC desperately wants.

Temptations of all kinds lead to the dark side. For the Warrior, who relies on martial prowess and who channels anger and controls violence, anything that offers an edge on the battlefield can mean the difference between victory and defeat, and between life and death. Weapons that some might view as dishonorable, such as chemical warfare or poison, might tempt Warriors in times of desperation. Given that Warriors justify violence for the greater good, they might even slip into a mindset whereby they justify the use of

dark tactics for the greater good, forgetting the inevitable dire consequences.

Since the nature of Warriors compels these characters to fight for what they want, even apparently innocent desires can become a danger to their Morality. A Warrior who is motivated by Recognition may be tempted to fight for the wrong reasons, while a Seeker who shares this Motivation might find it easier to pursue this goal without challenging any personal moral principles.

The GM can tempt all Force-sensitive characters with knowledge of the Force or Jedi heritage, rumors of active Jedi, or a nearby hidden temple. For Force sensitives without a lightsaber, a kyber crystal is a tempting prize and one that can create additional strife within a group, particularly if more than one PC is Force-sensitive. For all Warriors, with the possible exception of the Steel Hand Adept, possession of a Jedi weapon is a tempting prospect indeed.



AMBITION

Ambition sometimes tends toward being a selfish Motivation category. As such, it can lead the already vulnerable Warrior further toward the dark side. This Motivation represents a specific grand goal that the character strives to achieve. Most Ambitions for Warriors fall into one of two categories: Ambitions that involve gaining power, and Ambitions that involve gaining recognition of one's power. The distinction is important to consider when looking over the suggested Ambition Motivations (see **Table 2-4: Specific Ambition**, on page 106 of the **FORCE AND DESTINY** Core Rulebook) or creating a new one.

The key difference is whether the Warrior's more dominant trait is pride or a hunger for power. Of course, a Warrior with a specific Ambition Motivation can still be firmly on the light side of the Morality scale. Luke Skywalker sought to become a powerful Jedi like his father before him, for instance.

A Warrior's power-based Ambition might be to start a school that teaches a unique style of combat, while a recognition-based Ambition might be to run the most respected combat school in the galaxy. A Warrior might seek to become an expert in Jedi Force techniques (power) or to become a true Jedi Knight (recognition). Such characters

might wish to become superior combatants (power) or to have their combat style recognized as superior (recognition) by using it to win a tournament or defeat powerful opponents like the Sith.

CAUSE

A Warrior with a Cause Motivation is perhaps one of the most dangerous beings in the galaxy. Most Causes are vague enough that they can never truly be fulfilled, or can be fulfilled only for a brief period of time. In many cases, all a Warrior can do is hope to contribute to the Cause, or pursue one very narrow definition of achievement at a time.

Causes come in two primary forms for Warriors, boiling down to either protecting or destroying a group.

For instance, Warriors whose Cause is Freedom might seek to defend those whose freedom is in jeopardy, or they might work to destroy those who endanger freedom. How a player chooses to focus a character's Motivation can reveal much about the character, influencing the PC's actions as well as development and specialization choices.

The groups Warriors seek to destroy can be any size, from a small group like the Black Vulkars swoop gang to the entire Galactic Empire. Warriors might seek to protect groups like the royal family of Alderaan or Rogue Squadron, or members of the Refugee Relief Movement. Warriors can also opt to protect more abstract groups, such as the enslaved or oppressed, or to fight bullies or criminals. The group might not even include sentients. Warriors can protect an endangered species of plant or animal, or protect or attack ideals like kindness or cruelty.

FAITH

The Warrior of faith, and even the rarer Warrior-zealot, is an archetypal character whom players might be interested in portraying. A major part of that archetype includes the Faith Motivation category, whereby characters believe themselves to be instruments of a greater power. This Motivation could have religious overtones, or it could simply represent a faith in mortal leadership or an ideal.

When it comes to specific faiths in the galaxy, there are many from which to choose. The Jedi Code, Church of the Force, and Guardians of the Whills all advocate—perhaps due to some ancient commonality—the view that submitting to the will of the Force allows events to unfold according to a grand design. The Sith have their own code, which promises achievement by unleashing one's inner passions.

The Jedi and Sith hardly have a monopoly on religion, of course. The peaceful Chalcactan Adepts and the extreme and mysterious B'omarr Monks both seek enlightenment and spiritual nirvana. Some groups revere various deities: Trandoshan hunters, for instance, traditionally worship the Scorekeeper. Kinyen's Doellinism is a farmers' religion centering on a mother goddess who treats her subjects as a crop best harvested when pure. Individual teachings or personalities form the basis of several faiths. Te Padka influenced Maridun pacifism for centuries, while other cults have formed around less savory individuals.

However, Warriors with a Faith Motivation need not subscribe to a specific dogma. They might merely have Faith in their abilities, or in their allies. Alternatively, they might place absolute faith in a leader, which can make for interesting story fodder if that leader is not quite worth the trust the Warrior has invested.

An important element for some Warriors motivated by a Faith is the possibility that their trust can be baseless and their practices zealous; they may fail to question their Faith at all. This can create a recipe for straying far from the light or becoming vulnerable to manipulation by an authority of the Warrior's Faith.

CHALLENGE

Warriors with a Challenge Motivation are always seeking means by which to test their skills, measuring their growth one defeated enemy at a time. Their constant need to appraise their abilities can be both a boon and a bane to adventurers traveling with them. Many different Challenges, whether physical, mental, or spiritual in nature, might motivate these characters. Such Warriors' love of competition knows no bounds.

When these Warriors are participating in a group endeavor, opportunities to face new challenges can distract them from the group's plans. The chance to spar against a worthy opponent can be difficult to resist, and even climbing a mountain, swimming across a river, or other physical feat of opportunity can be tempting. It is an addiction for some. To create dynamic tension among the PCs, GMs can lure Warriors away from the party's goals with opportunities to partake in unique tests.

Competition knows few boundaries, and the types of Challenges that motivate a Warrior can vary greatly. A Warrior's Challenge could be strictly limited to combat or even a specific type of combat, like bo-rifle dueling. However, to avoid making a Warrior a one-note character, it might be better to have the Warrior's Challenge Motivation focus on a hobby. Hobbies that are physical, without involving combat, such as climbing, swimming, or running, can provide some nuance to characters and focus their sense of competition inward. Such Warriors are always looking to climb a tougher mountain, swim rougher waters, or run farther or faster. Challenges can also be more cerebral, like dejarik, holochess, sabacc, and other games of strategy.

SPECIALIZED ROLES

The Warrior career has six specializations, each primarily focused on combat. Despite the similar focus, these specializations have very different approaches and roles within a group. Warriors are perfectly capable of dealing damage and dispatching enemies regardless of specialization, but GMs can ensure they truly have moments to shine by including some enemies each session that allow Warriors to show off their particular style of combat.

Warriors might not have much to add to social encounters and scenes that challenge technical skills, so it is important to give them a chance to really stand out during combat encounters. Following are ways to help maximize each specialization's moment in the spotlight.

AGGRESSOR

Aggressors are some of the few socially capable characters of the Warrior career, and they integrate into any group easily. Their ability to inspire fear in the opposition on the battlefield or at the negotiating table is a vital resource for any group. Aggressors also have an innate understanding of the shadowy places of the galaxy, and they can use their knowledge of the criminal underworld to aid in investigations and obtaining information from witnesses.

When it comes to combat, the Aggressor is uniquely capable of avoiding a fight. The ability to scare off opponents can create memorable moments, such as when local ruffians realize how far in over their head they are and flee. The true test of an Aggressor's ability is the application of intimidation and threat to avoid a physical confrontation with a powerful enemy, a case in which the outcome is not so sure to be a positive one.

COLOSSUS

Easily the most durable of Warriors, Colossi can shrug off enormous amounts of damage. When others would perish two times over or run scared, Colossi remain standing, smiling and ready to hit back. No matter what comes at them, they just keep pressing forward. In most combat encounters, a Colossus belongs on the front lines, drawing enemy fire and freeing allies to find their optimal fighting distance.

Outside of combat, Colossi are often mistaken for unintelligent brutes, but this is far from true. These characters have a single-minded focus that simplifies their world view and makes them very difficult to trick or distract. They can readily identify those with less-than-honorable intentions and deter allies from trusting the wrong individuals.

JUYO BERSERKER

The Juyo Berserker unleashes a fury in combat few can stand against. The fabled Vaapad lightsaber form is about balance between the light and dark, and a Juyo practitioner is equally capable of facing a single opponent or many. Like Aggressors, Juyo Berserkers are well equipped to intimidate opponents. They thrive on unpredictability, attacking opponents from awkward angles and with stilted timing. This creates openings for strikes their opponents never see coming.

Outside of combat, these Warriors are still frightening, intimidating those around them with their unpredictable nature. This ability to keep others off-balance is as useful in social encounters as it is on the battlefield. Further, as they do in combat, Juyo Berserkers tend to attack first in negotiations, using thinly veiled threats to get their way.

SHII-CHO KNIGHT

Shii-Cho Knights are more defensively minded Warriors capable of drawing the attention of entire groups of enemies. Skilled enough to block incoming attacks and durable enough to survive those that get through, these characters wade into large groups of enemies. To maximize the utility of their abilities, Shii-Cho Knights need to confront multiple melee opponents in one or more minion groups that attempt to surround them. These Warriors are weak against ranged attacks, and they must get in close to blaster-toting enemies to be effective.

Outside of combat, Shii-Cho Knights are still physically focused characters. They are more than capable of holding their own during encounters that challenge physical ability. Shii-Cho Knights are ideally suited to tasks such as climbing a rock face first and lowering a rope for allies while they face any enemies at the top.

STARFIGHTER ACE

Uniquely among Warrior specializations, the Starfighter Ace specialization focuses on vehicular combat over using hand weaponry. While pilots serve a vital role in any group, their specialized skills run the risk of going unused in many adventures. To avoid this, GMs can ensure that there are vehicle combat and chase encounters in which the Starfighter Ace can take the spotlight every so often. In addition, the GM should find ways to engage the Starfighter Ace's abilities during individual combat, social, and exploration encounters.

Being one of the few Warriors equipped to handle more challenges requiring technical skills means the Starfighter Ace occupies an important niche. Starfighter Aces can handle repairs, and they can provide information about various worlds due to their familiarity with astrogation. They can also operate emplacement weaponry. Although Piloting (Planetary) is not one of their career skills, their talents apply equally well to a walker, speeder, or starship. Including opportunities for them to use smaller vehicles during

ground combats can make Starfighter Aces feel powerful and invaluable instead of stuck on the sidelines. Providing an emplacement turret or speeder bike with a low-damage Gunnery weapon should not unbalance most encounters.

STEEL HAND ADEPT

Lithe, agile combatants able to punch through battle droids and stormtrooper armor with their bare hands, Steel Hand Adepts are masters of Force-enhanced unarmed combat. Whereas the Colossus shrugs off enemy attacks, the Steel Hand Adept preempts them, attacking first with the sort of precision and control only the Force can provide. In combat, the Steel Hand Adept weaves through groups of foes, closing distance quickly and landing impossibly powerful blows that can destroy weapons and ignore armor.

Outside of combat, Steel Hand Adepts bring a self-awareness and attunement that can benefit their entire group. They can see through deceptions and resist temptations their allies might struggle with. In this way, the Steel Hand Adept might become the moral center of a Warrior-heavy party. The physical focus of Steel Hand Adepts leaves them equally at home in any form of wilderness, where they can connect with nature or test the limits of their own body.



WARRIORS IN OTHER STORIES

Warrior-focused groups might make for simpler, combat-heavy adventure planning, but most parties include PCs from several different careers. This can present some challenges in finding a role for the Warrior when encounters aren't focused on combat. **FORCE AND DESTINY** has five other careers, and each career has up to six unique specializations, several of which focus on social encounters or skill challenges. What roles can a Warrior play while PCs with other careers enjoy the spotlight?

IN NEED OF ASSISTANCE

Outside of combat, Warriors can utilize their strength and their imposing presence to assist their allies. During social encounters, they can offer an intimidating alternative to their friends' efforts to help get the point across. While not always technically inclined, Warriors can utilize their physical strength to help tech-savvy allies access difficult-to-reach areas or budge stuck fasteners. In such scenarios, it is appropriate for a Warrior to perform an assist maneuver. When the Warrior does so, the Warrior's player should describe how the character is helping. This can help the player feel included the encounter.



Another way to enhance the feeling of involvement during assisted checks is to allow assisting players to roll any ☐ their character adds to the assisted character's pool themselves. This helps GMs by letting them see specifically what the assisting character adds to the results and gives players a stronger feeling of involvement and accomplishment.

WHEN THE TALKING STARTS

Characters with the Warrior career are among those PCs least likely to focus on the Cunning and Presence characteristics. They have no career skill access to Charm or Negotiation and little access to Coercion outside the Aggressor specialization, making it difficult for them to contribute during social encounters. Despite these limitations, there are ways to include or otherwise occupy a Warrior during social encounters for which they may not seem suited.

One approach is to provide a wholly different task to occupy the Warrior. Warriors might scout a potential target or ensure that their weaponry is in top condition. Perhaps they engage in some Mindful Assessment (see page 84) or comm some of their students to research something pertinent (see **Warrior Rewards** on page 92).

A Warrior who is present during a social encounter can still contribute. While other PCs are engaged in the encounter, the GM might ask the Warrior for a Vigilance check to notice something about the room, an NPC, or a piece of equipment. What the Warrior notices might provide a vital clue or leverage that the negotiators can exploit. Taking the time to make notes about useful things a Warrior might become aware of during a social encounter can ensure that players remain present and engaged.

GMs can also tailor social encounters to a Warrior. Instead of having a social encounter with the primary NPC, a Warrior might wait outside with the NPC's guards, talking combat-shop with them in an effort to gain some useful information. Since the Warrior has such a like-minded audience, the GM might allow the Warrior to use a Combat skill check to impress the guards with some piece of pertinent knowledge while discussing an element of warfare. Successfully impressing an interested party might reduce the difficulty of a future Social skill check.

Additionally, Warriors have different opportunities to contribute best depending on the other PCs involved in an adventure or scene. This requires extra consideration if a session or encounter focuses on a particular PC's story.

CONSULAR

Consulars are beings of compassion focused on acquiring knowledge and helping others. This might seem at odds with the focus of the Warrior, but in truth, these two careers complement each other very well. The Warrior can provide much-needed protection to the Consular while the Consular takes the lead in a social encounter or works in a dangerous place to aid the unfortunate. Alternatively, when Warriors engage in combat, there are few better than Consulars at supporting

them. Consulars can heal Warriors' wounds after the battle and convince them to stay their hand when an opponent is defeated, helping them find a peaceful resolution.

Warriors can focus on identifying threats to a Consular, whether imminent or potential. A threat should be enough to engage a Warrior in looking for traps, poison, snipers, and assassins during the Consular's activities. Likewise, setting the Consular's work in the Warrior's world can help keep the Warrior engaged. Protecting a Consular who is healing the sick at a hospital might be tedious for a Warrior, but helping the wounded in an active war zone ensures the presence of combat all around.

GUARDIAN

Guardian stories are also combat heavy, as they focus on protecting and leading others. The defensive focus of the Guardian complements the Warrior's offensive capabilities naturally. If a Peacekeeper comes up with a combat plan, the Warrior can play a large role in carrying it out. If a Protector or Soresu Defender is escorting someone to safety, it frees the Warrior to go on the offensive.

Because the Guardian is as ill equipped for social encounters as the Warrior, social encounters that involve them both are likely to fail, or to devolve into combat quickly without assistance from an NPC or a character from a different career. This ensures that gameplay remains firmly in the realm of the Warrior, making it effortless for GMs focused on a Guardian story to find encounters for Warriors to sink their teeth into.

MYSTIC

Mystics have a broad and balanced range of abilities, making them effective in all manner of encounters. Warriors supporting a Mystic story can protect the Mystic during social encounters just as they protect a Consular, but they can also complement a Mystic well in battle. Mystics rely heavily on Force powers, which are often best used at a distance or in one-on-one duels. This requires keeping lesser enemies at bay. Warriors have the perfect skill set for ensuring that Mystics have the space they need to fight.

SEEKER

The Seeker often roams the outdoors, tracking prey and exploring ruins. Activities like hiking, climbing, and navigating treacherous ledges are all physical activities well within the parameters of the Warrior career. Warriors can easily keep up with Seekers without slowing them down, and once Seekers reach their goal, Warriors are ready to fight in their defense, if necessary.

Like the Consular and Mystic, the Seeker often has an interest in acquiring arcane knowledge. While searching for relics, it is rare to be the only interested party. The Warrior can function as a Seeker's "muscle" to keep rival treasure hunters at bay. Warriors are also exceedingly tough, able to survive traps that might prove lethal to Seekers.

SENTINEL

Sentinel stories vary widely, focusing on a range of abilities that help the Sentinel overcome exploration, investigation, and combat encounters. Like the Consular, the Sentinel complements the Warrior in that these characters can achieve more together.

The Warrior can protect an Artisan who is repairing a transport under fire or slicing a computer system, and in return, the Warrior might receive specialized

equipment, weapons, and armor as a reward. Warriors can sometimes struggle to close the distance to ranged opponents, but the stealth of the Shadow and excellent deflection techniques of the Shien Expert can help Warriors engage the enemy on their own terms.

One area in which the Warrior and Sentinel intersect is in dealing with the criminal underworld. Characters of both of these careers feel at home in a world where might makes right and trust is a nonexistent commodity. The Sentinel's "think like a criminal" approach meshes well with the Warrior's use of intimidation and fear. Together, such characters can make life difficult for dangerous criminals and villains across the galaxy.



MINDFUL ASSESSMENT

While the role of the Warrior is a physical one, mental preparedness is essential when engaging in combat. Adventures in the *Star Wars* setting provide ample opportunity for downtime, whether during hyperspace travel or while characters walk or ride to a target destination. Warriors often use this time to prepare for battle, engaging in any of a variety of precombat rituals that help them focus their mind for the fights that lie ahead. A well-prepared Warrior needs only moments to evaluate a foe, recognizing the telltale signs of a particular training school or combat form. This awareness can give a Warrior the edge in a confrontation.

When facing a singular, skilled foe, practiced Warriors who take a few moments to study their opponent can visualize in advance all the various twists and turns a battle might take, adjusting their stance and strategy or calibrating their targeting computer as appropriate. Rank-and-file enemies, on the other hand, tend to fight as they were trained, en masse. Warriors who have studied such enemies carefully know of weaknesses in armor designs and tactical flaws they can exploit in combat to lethal effect.

The optional rules for Mindful Assessment represent this preparation and ability to adapt to the foe. Although narratively Mindful Assessment might represent any number of factors and approaches, it is resolved with a single skill check, which grants the Warrior various advantages in the coming battle, depending on the outcome.

USING MINDFUL ASSESSMENT

When combat begins, a Warrior or other character may, with the GM's permission, attempt a Mindful Assessment check during Step 1: Determine Initiative (see page 204 of the **FORCE AND DESTINY** Core Rulebook). The PC makes a skill check for Mindful Assessment instead of one for Initiative and contributes a PC Initiative slot as if having made an Initiative roll that generated no ✨ and no 🗡️.

MAKING THE CHECK

Before making a Mindful Assessment check, the character chooses either a particular individual involved in the combat (a nemesis or a named rival) or a type of adversary (a minion type or, at the GM's discretion, a type of rival, such as "acklay" or "Imperial officer"). The Warrior then makes an **Average (◆◆) Perception or Knowledge** check.

The exact skill used depends on the situation. If the chosen foe is a type of minion group the character has had occasion to study in the past, or even if the foe is a particularly famous individual whose deeds and fighting style are recorded in holo-logs and data archives, the check uses an appropriate Knowledge skill. If the foe is a variety of adversary the character has not had the opportunity to learn about in the past, as is usually the case with named individual rival and nemesis adversaries, the character must rely only on what they observe in the moment, using Perception. As always, a GM might add □ or ■ to the check to reflect the particulars of the situation. If the character is caught in an ambush and has less time to size up the foe, the check might suffer ■, while a character facing a particular nemesis for the second time could add □ to reflect additional understanding gained in the previous duel.

If the skill check succeeds, the character adds □ to their combat checks targeting the chosen foe during the encounter. In addition, the character may spend 🗡️ and 💰 for additional benefits, as shown on **Table 3-1: Mindful Assessment**. If the character chose a particular individual as the target for the check, the results apply only to that specific NPC; if the PC instead chose a type of minion or rival, the benefits apply to all adversaries of that type.

Although the check is made during an encounter, Mindful Assessment also represents the character drawing from previous training. GMs are encouraged to add □ or ■ to Mindful Assessment checks to reflect the quantity and quality of the character's training during recent downtime. Specialized equipment or tranquil scenery might add □, while distractions or a lack of space or sufficient time could add ■.

TABLE 3-1: MINDFUL ASSESSMENT

Result	Options
🗡️ or 💰	Remove ■ from the character's combat checks targeting the chosen adversary during this encounter (including ■ added by defense).
🗡️🗡️ or 💰	Add ■ to combat checks the chosen adversary makes targeting the character during this encounter. Add ■■ to combat checks the chosen adversary makes targeting the character's allies during this encounter.
🗡️🗡️🗡️ or 🗡️	Add one additional □ to the character's combat checks targeting the chosen adversary during this encounter.
🗡️	The character adds +2 damage to one hit from each successful attack they make against the adversary during this encounter.
🗡️🗡️	Add automatic 🗡️🗡️ to all combat checks made by the character or their allies against the chosen adversary during this encounter.



WARRIOR ADVENTURES

Warriors are martial characters, but unlike similar characters in the **EDGE OF THE EMPIRE** and **AGE OF REBEL- LION**, they aren't generally working on behalf of a mercenary group or the Rebel Alliance. Warriors' allies, Moralities, and Motivations shape their reasons for taking on missions. These characters can be tricky to entice into an adventure, since they can't simply be hired or ordered to take on a task. While this is somewhat true of all **FORCE AND DESTINY** characters, it is especially so for Warriors, whose objectives are highly variable.

Luke Skywalker stumbled into his adventures through his relationship to Obi-Wan Kenobi. Jedi from the Clone Wars era were under the direction of the Jedi Council and Republic Senate. Unfortunately, in the era of Rebellion, the Jedi Council is no more. So how, then, can the GM get Warriors involved in an adventure?

Warriors can follow Skywalker's path and join the Rebellion, which can assign missions. Luke's Jedi instructors and visions he received on Hoth and Dagobah also influenced him to embark on adventures. GMs can hook Warriors into adventures through similar channels. Additionally, Warriors can learn of opportunities to serve the Force just by speaking with locals, watching newsmets, receiving distress calls, getting messages delivered by droids, or speaking with fellow PCs or recurring NPCs. Anyone might need help with something, and the Force can contrive a way for the Warrior to hear about it.

This section includes several categories that offer Game Masters adventure outlines to use as springboards for creating fully fleshed-out adventures or even entire campaigns.

ADVANCED TRAINING

The importance of training to use the Force is a running theme in *Star Wars*. Obi-Wan Kenobi tasked Luke with seeking out Yoda to continue his training. Ahsoka Tano accompanied a group of Padawans traveling to Ilum to construct their lightsabers. Kanan Jarrus submitted to Bendu on Atollon to learn to "see" after losing his eyes. Training varies widely in scope, but its importance is always vital to the student's progression.

Adventures focused on training often come in three parts: seeking the teacher, gaining instruction, and mastering the instructor's teachings. Teachers are often located somewhere

out of the way. They can be veterans of the Clone Wars, Force users in hiding, or even a holocron or datapad. Convincing the teacher of the student's worthiness might be challenging, but once the training begins, the Warrior can learn any number of things.

The result of the training might correspond with the expenditure of XP, or it could be more narrative in nature, such as learning how to counter a very specific technique a recurring adversary utilizes. The training might even be mental or spiritual in nature, helping the PC cope with recent Morality choices.

WHEN THE STUDENT IS READY...

The Warrior hears of Lyxas Sor, a once-renowned lightfoil duelist who won the Tapani Open tournament, and hopes to train under her. However, she immediately retired from public life after her victory, presumably living off her prize earnings. It is best to involve Warrior characters in this adventure after a defeat at the hands of a campaign's recurring villain. This can highlight the importance of additional training before an anticipated rematch.

LIGHTFOIL IN A HAYSTACK

House Reena hosted the tournament on the Tapani sector capital world of Procopia. The tournament's winner earned a noble title and land on a House Reena-controlled world. This narrows the search to six systems in the farthest backwaters of the Tapani Expanse. After the PCs ask around, a young nobleman named Pol Arno offers to duel the Warrior for the location of Sor's estate.

NO VISITORS!

Victory reveals that Sor is at the end of the Caloria Run on a planet of the same name. However, their destination is far from the trade port, over rough, varied terrain impassable by landspeeders. Upon the PCs' arrival, Sor is rude and standoffish. She barely acknowledges them, and is more focused on abusing her droid staff. If the PCs are persistent, she offers a challenge; if the Warrior can surprise her, she will provide training.

HIDDEN MASTER

Once the PCs have found a way to surprise Sor, whether with an attack or some other gesture, the blade master is good on her word. She spars with any Warriors in the party to evaluate them, and one thing becomes clear very quickly: she is in tune with the Force, and she is a master of the Makashi lightsaber form!

WORTHY QUEST

The worthy quest is a mission for the retrieval of a person or object. This being or item may be held captive by some larger, malevolent force, or may simply be lost. The worthy quest usually breaks down into three parts: learning of the quest, journeying to the prize, and extracting the object of the quest.

Warriors might be hooked into a worthy quest by old data in a used droid, a dying Jedi Master, or a local spacer no one

believes. The journey itself should be long, with moments for personal growth. Luke Skywalker's quest to rescue Han Solo forced him to improve his Jedi powers and construct his own lightsaber, for instance.

Examples of worthy quests include Luke's missions to rescue Princess Leia aboard the Death Star, Han Solo from Jabba the Hutt, and even Darth Vader from the grip of the dark side. Similarly, Jyn Erso and her team journeyed to the Death Star plans, extracted them, and ensured their delivery to Princess Leia. Even Darth Vader was on a quest to recover the Death Star plans. The versatility of this adventure structure allows for endless variety and complications.

NOBLE RESCUE

A princess is in danger! She has been captured by a vile Hutt gangster. The Warrior must travel to swampy Toydaria to effect a rescue. Unfortunately, nothing is as it seems. The loyal subject who convinces the PCs to help is really a smuggler, betraying Princess Roolia to a pirate so he can take over.

PLEA FOR HELP

A middle-aged, gruff Mon Calamari approaches the Warrior, aware of the character's deeds and prowess. Identifying himself as Basz, he begs for help, desperate for a soul brave enough to rescue Princess Roolia from the vile clutches of Pashda the Hutt. The ruler of a small moon named Syvris, Roolia has protected her people from the dread pirate Rance for years. While her kidnapping has been kept secret so far, once Rance finds out, he'll mercilessly plunder Syvris. Pashda's stronghold is located deep in the swamps of Toydaria, requiring a long, arduous journey.

MARSH MARCH

The PCs must travel to Toydaria without arousing the suspicions of the locals, perhaps on Basz's ship. While Basz accompanies the party, he is unwilling to join in on the rescue, offering to pick them up from the palace once the princess is safe, as long as air defenses are disabled. The trip is long and dangerous. The PCs face swamp creatures, a secret Imperial facility, and Hutt mercenary patrols as they travel the disease-infested bogs and marshes of Toydaria. The stronghold, a conical building with an open courtyard, stretches more than a hundred meters above the swamp. Numerous Toydarian and Gamorrean toughs stand guard.

KEEPING THE HUTT BUSY

The princess is located on an upper floor under guard. In fact, Princess Roolia is a Hutt unable to move under her own power, and she does not want to be rescued. If questioned, she reveals she's waiting for Basz to make an introduction to Pashda, who has yet to arrive. At this moment, Basz's ship strafes the palace. Even as he tries to bring the entire palace down on their heads, Basz explains over comms that he cut a deal with Rance. Basz reveals that he holds a grudge against the PCs because of past deeds, though they never met him personally. He lured the PCs to the stronghold in order to both humiliate and destroy them. The PCs must escape the collapsing tower, choosing whether or not to abandon Roolia—who now actually needs saving.

PROMISE OF SAFETY

The Jedi used the Force for knowledge and defense, and it is the latter where the Warrior's focus lies. Luke Skywalker helped defend Echo Base's shield generators from Imperial attack. Obi-Wan Kenobi protected Luke Skywalker from harm on Tatooine for years. Even Anakin Skywalker protected Senator Amidala from assassins leading into the Clone Wars. Standing in harm's way to defend the innocent is an iconic moment for any Warrior.

While protection adventures can vary structurally, most involve learning about an impending attack, defending against the initial wave, and then going on the offensive to end the threat. The Warrior might be protecting an artifact from falling into the wrong hands, or acting as a temple guardian. Alternatively, Warriors might protect their allies by hanging back to deal with pursuit while their friends escape at a key moment in an adventure.

DEFEND THE FARM

A farm on Kinyen is under attack! A murderous virus has swept through all the droids at the Kemalo Farming Cluster. The farmers' sporting rifles are no match for the incoming horde. Only the PCs can stop impending disaster.

COMMUNAL DINNER

As a reward for some favor, the Warrior receives an invitation from Rake Dee to dine with his family, Grans of the Kemalo Farming Cluster. As is typical on Kinyen, the houses of each wedge-shaped farm are located in the narrowest part of their land to provide a sense of community, since the five families must work together to achieve seasonal quotas.

IT'S HARD TO FIND GOOD HELP

During dinner, an SE-2 farm droid attacks Rake Dee, followed by housecleaning droids, ASP labor droids, and even the nanny droids. The Warrior and other PCs must defend the unarmed farmers. During the fighting, an administrative droid quietly watches. When it becomes clear the PCs are going to defeat the droids, it totters across the bridge for reinforcements. A quick investigation reveals the droids were remotely reprogrammed, though there is no telling how widespread the corruption is.

YOU SHALL NOT PASS

Several Grans take up a position on the bridge with sporting blasters, while the rest huddle in a defensible homestead, tending to the wounded. Rake informs the Warrior that the droids will have to cross the bridge to reach them. The Warrior must defend against wave after wave of FLD scythe droids, water cannon-equipped irrigation droids, and lethal security droids riding tank-like harvester and planting droids. After the fighting, a disgruntled Gran blames Rake for the attack, revealing that the farmers were behind on their quota and—at Rake's suggestion—hired a Corellian slicer named Skaak Tippers to pad their harvest. Unfortunately, the slicer blackmailed the farmers until they ran out of credits, so he sliced the droids to arrange the attack.

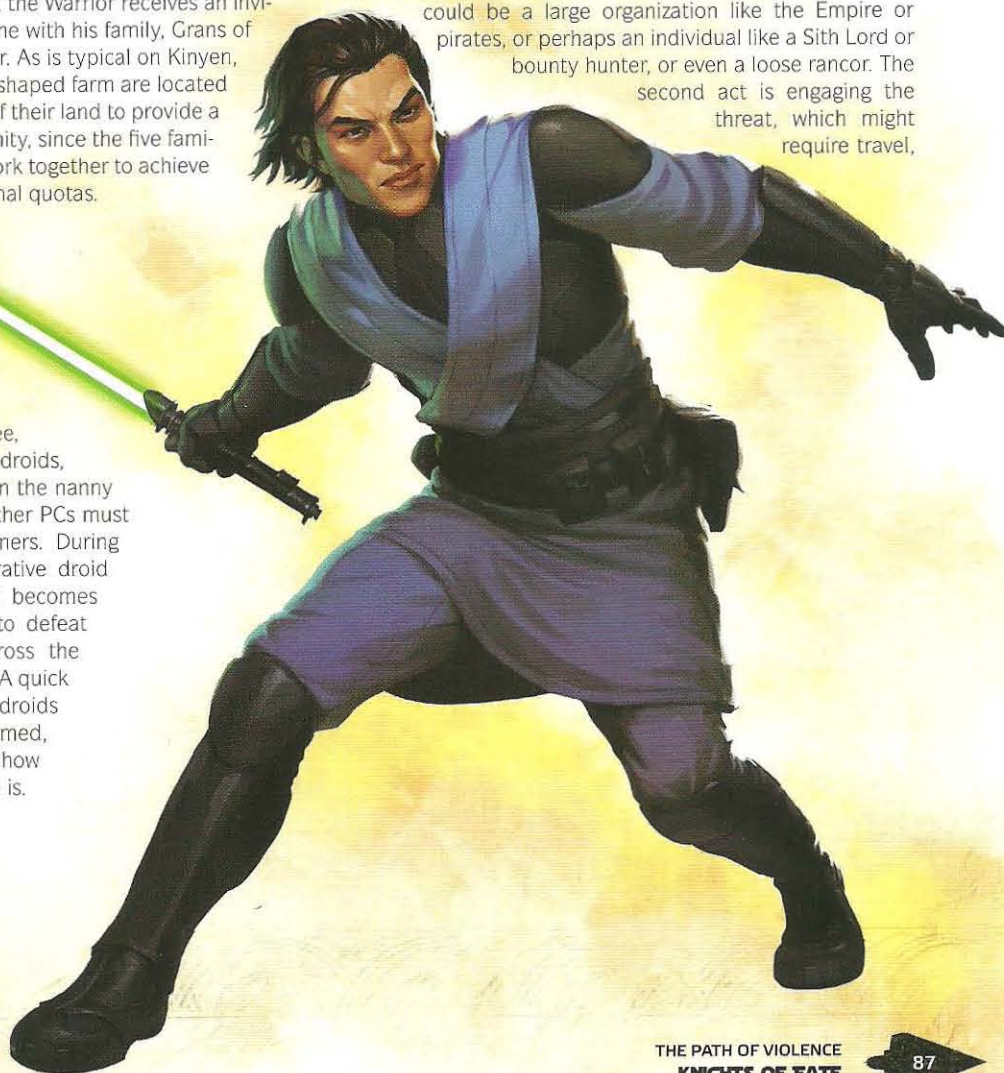
ON THE WARPATH

Once committed to battle, Warriors prefer taking the fight to the enemy, where civilian casualties are less likely. This isn't always a situation of direct self-defense. Most Warriors are very comfortable with the idea of preemptive attacks when violence is imminent. Anyone with both the means and the intent to harm an innocent could find a Warrior knocking down their door, intent on sowing destruction to neutralize the threat.

The destruction adventure typically comes in three acts.

First, the Warrior must learn of the threat. This threat could be a large organization like the Empire or pirates, or perhaps an individual like a Sith Lord or bounty hunter, or even a loose rancor. The

second act is engaging the threat, which might require travel,



investigation, or planning before the fight. However, the second act generally focuses on the fight itself, in which the characters take the enemy head on. The third act is achieving ultimate victory, ensuring the enemy can't threaten anyone again. This might be the ultimate showdown between the Warrior and an enemy leader, a flight down a trench to make an impossible shot to destroy a mobile battestation, or the destruction of a shield generator so allies can launch a wider assault.

QUEST THE SPICE LORD

On the planet Bestine, a Warrior passing through Bsellis City's market district discovers that the root of the neighborhood's ills comes from a single tenement building run by a spice gang the Bestine Security Force will not touch. The PCs are compelled to rip through the entire building, clearing out the scum so the downtrodden can live safely. Unfortunately, it all leads back to a corrupt security enforcer.

FEELING BLUE

The Warrior is traveling through Bsellis's well-known market district when a small boy named Hawk approaches, offering low-grade spice. Midway into the conversation, Bestine Security Sergeant Mey Kilrow introduces herself and tells the boy to run on home. She claims he lives just off the main row, within a block of tenement housing called the Blue Garden Homes, or the "Weeds," as the locals know it. She tells

the Warrior that security is unable to effectively patrol in that area because the gang activity is so strong. She apologizes for the child's behavior and urges the Warrior to enjoy their stay.

TRASH DAY

The Warrior sees the child again within hours, again peddling spice. The boy clearly fears the consequences should he fail to move product. Hawk can lead the PCs to the Weeds and identify the gang's headquarters. A large human and a much larger Dowutin guard the main entrance, their tattoos identifying them as members of the Nova Razors. The Warrior must fight through floor after floor of Nova Razor brutes and free those enslaved by the gang to refine the spice. Eventually, the PCs reach the upper floors, where a heavily tattooed Twi'lek and his lieutenants represent the most cutthroat members of Bestine's most ruthless gang.

LAW AND ORDER

Once defeated, the gang leader reveals he had a protection deal with Sergeant Kilrow. To prevent Kilrow from setting up a similar situation again, the Warrior must confront the security officer. This might be a matter of intimidating her, setting her up for local authorities, or engaging her in combat. If attacked, she immediately calls in backup. This can make the Warrior and other PCs fugitives and put them on the Imperial radar if they use their Force powers overtly. Kilrow prefers to flee if possible instead of fighting to the death.

WARRIOR CAMPAIGNS

Designing entire campaigns with a Warrior-focused theme should provide a party with a variety of memorable combat set pieces and epic showdowns with recurring villains. At the end of it all, the Warriors and other PCs should have made an impact on the galaxy, hopefully leaving it a better place than they found it.

Campaigns last several sessions of play. When designing a Warrior campaign, it is crucial to think about combat encounters. Specifically, it is important to consider where combat encounters might take place. Moving a fight from an open battlefield to a less-ordinary location can flavor the action and foster memorable moments and unique strategies. Consider moving a fight to a vertical orientation, or to a more three-dimensional environment underwater or in zero-g. Alternatively, moving a set piece to a busy construction site, urban apartment tower, or crowded stadium or hovertram station can create memorable experiences with specific challenges. Setting a battle somewhere unexpected ensures that players remember and discuss the scene long after play has ended.

Battles can also become more memorable if the PCs fight interesting opponents. Having unique adversaries whom the PCs love to hate adds an emotional dynamic to what can otherwise become repetitive combat encounters. One easy way to make villains more reviled is to have them hurt or kill an NPC the Warrior considers dear. Maybe the villain was a

close friend to the Warrior before a devastating betrayal. A personal connection raises the stakes and the satisfaction at beating the opponent. However, it's best not to let the PCs destroy their nemesis too quickly. Repeat appearances in which a villain gets the better of the PCs and escapes makes the villain's eventual defeat all the more satisfying.

While Warriors might not consider every fight a victory, it is important that they can see what difference their actions made. GMs can ensure that Warriors' hard work isn't for nothing, even if their most dangerous foes escape. A small scene of a reunited family or the rebuilding of a village after a battle nearly destroyed it can go a long way toward emotionally anchoring Warriors to their actions.

TO BE THE BEST

The PCs hear rumors of an invitation-only individual combat tournament to be held in the Nouane sector. Organizers claim to offer a rare and invaluable prize—an artifact of the Jedi. This might take the form of a lightsaber, a holocron, or another object certain to draw the PCs' interest. The same source also mentions Judge Mazzum Onas of Telerath, allegedly one of the best blade duelists in the sector. The PCs must locate the event and find a way to enter. Unfortunately, the tournament is an Imperial trap designed by the Imperial Security Bureau to uncover potential Force users.

BY INVITATION ONLY

The only lead the PCs have takes them to Telerath's high-end island resort of Manala, home of the planet's most infamous judge, Mazzum Onas. Telerath is a planet in the Nouane sector along the Vaathkree Trade Corridor. The planet is allegedly a resort world, but it has a problem with gang violence.

On Telerath, blade duels settle all disputes, public and private. This convention is known locally as Sword Law. When the government wants to ensure that a criminal loses a trial by combat, it puts them up against Onas. Widely considered the finest blade in the Nouane sector, Onas would know about a tournament if anyone did.

TOURNAMENT RULES

To handle a tournament of this type, GMs should allow fighting to continue until a Critical Injury result of 51 or more is scored. Each of these Critical Injuries earns the inflictor a point, and at each point, the combatants are separated and given a minute to consult with their corners or rest. The first combatant to earn three points in this way wins the match.

Winning means defeating nine opponents, to accommodate all 512 entrants. Sadao Emtri's people design a bracket within the first few days. Combatants are expected to fight only once per day. Almost any melee weapon is legal. Further, coaching and heckling from the sidelines is allowed. Killing an opponent is not against the rules.

Finding Onas proves difficult. While trying to get information at the resorts, the party runs afoul of several local gangs moving slaves and spice. This predictably results in several brawls and duels. Eventually, the party beats up the wrong group, resulting in a warrant for their arrest for disrupting the peace. Luckily, Judge Onas is presiding over their case.

The party can fight Judge Onas and, upon securing their freedom, accept his invitation to the tournament. Alternatively, Judge Onas could be willing to secure them a pardon and provide a tournament invitation if they can each beat him one on one, and if they promise never to return to Telerath. The invitation directs the PCs to coordinates on the nearby planet Phateem.

EARLY ROUNDS

Mountains and bamboo forests cover the uninhabited world of Phateem. The coordinates are high in the Ashlendu Mountains, in the ruins of what appears to be a crumbling temple that was once a Jedi artifact cache known as the Halls of Knowledge. The ruins are sprawling, and they are

already teeming with campsites and ships housing other competitors. Representatives of several species and combat forms are present, some friendly, others standoffish or even rude. No one seems to know who is in charge.

Eventually, a SoroSuub luxury yacht lands at the site, and a middle-aged Zabrak male exits. An electrum-plated lightsaber hangs at his belt, though he is surrounded by private security armed with blasters. He introduces himself as Sadao Emtri, and he outlines the rules for the matches over a massive banquet dinner for all the combatants.

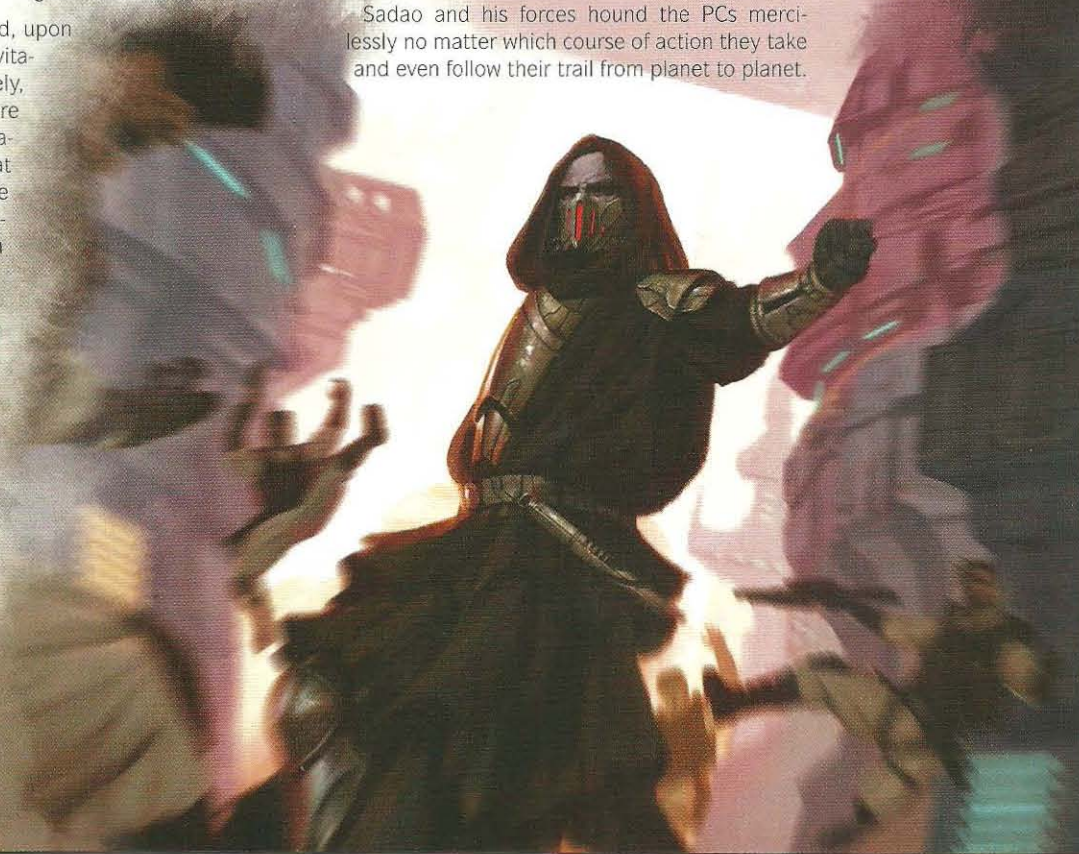
The first five rounds go smoothly, and a feast each night features holovids of highlights from the day's fights. After the fifth round, the field narrows to sixteen combatants. Many of the losers have left the planet in disappointment or due to medical emergency. Each PC has had to fight individually in various ruins, waterfalls, bamboo forests, and other exotic locales near the temple site.

UNEXPECTED ENTANGLEMENT

During the after-fight feast for the sixteen remaining combatants, Sadao is oddly not present. Soon, an Imperial Star Destroyer drops into orbit, Imperial shuttles streaming from its belly as it enters the atmosphere. Sadao then makes his grand entrance with a cadre of Imperial storm commandos behind him. Sadao identifies himself as a colonel of the ISB. He declares the remaining combatants to be suspected Force users, and orders his commandos to open fire.

The party can fight, flee into the forest, or make a run for their ship to try to escape the planet. The Empire secures the ruins to use as a base from which to hunt those who escaped into the bamboo forests. If the PCs let the Empire control the ruins, their ship is effectively impounded. If they try to flee with their ship, there is a high chance Imperial TIE fighter escorts shoot it down and force a crash landing in the forests, where Sadao can hunt them. Fighting Sadao initially is ill-advised, as he has quite a few elite storm commandos with him and there is very little cover at the banquet hall.

Sadao and his forces hound the PCs mercilessly no matter which course of action they take and even follow their trail from planet to planet.



FUTURE OF THE FORCE

A mysterious droid frames the Warrior for a kidnapping. While fighting off hordes of bounty hunters, the PCs must investigate the kidnapping and follow the trail of clues to its source, the Citadel on Lola Sayu. Eventually, the Warrior realizes the child is Force-sensitive. As it turns out, the mysterious droid wants to capture the Warrior and has left a trail to itself to spare itself the effort of a hunt. A climactic battle on the ramparts of the Citadel enables the Warrior to return the child home.

BOUNTY-HUNTER ATTACK

The Warrior and other PCs are walking familiar streets to meet with a contact to get information on a missing child when they notice something is wrong. Moments later, they hear the hiss of a homing rocket: They are under attack! Civilians are everywhere, and the PCs must decide if they want to run away to move the fight somewhere more isolated, end the threat quickly to minimize loss of life, or focus on defending the bystanders.

The party eventually recognizes the opponents as bounty hunters, not all of whom seem to be working together. After an epic battle throughout the city, the PCs eventually are able to lose their pursuers or destroy them. Meeting with their contact reveals there is a high-value Imperial bounty on the Warrior, sure to draw the best bounty hunters from across the region. What's worse, the Warrior is blamed for the very kidnapping the PCs were meeting with their contact

to investigate. The contact is able to provide the name and address of the missing child's family, but little else.

PUBLIC OPINION

As the PCs move about the city to visit the family, they notice how often they are recognized. Many civilians rush away, while some even duck into alleys and pull out com-links. Whoever is behind all this has made sure the Warrior's face is everywhere in the city and has offered a reward for any information provided to the local Bounty Hunters Guild office. If the PCs do not do something to address their visibility, another hit squad arrives in short order to try to claim the bounty.

The parents believe the Warrior is the kidnapper, and it takes a great deal of convincing before they'll speak with the PCs. However, even when cooperating, they have very little information to offer. They allow the PCs to search the child's room, which contains little out of the ordinary except for a series of drawings by the child. Some depict events in the parents' recent lives, a minor speeder accident, the mother sobbing while being interviewed, and several pictures of the child at a park speaking with a droid of unusual design. What the PCs might not realize is that the child is Force-sensitive, and was drawing visions. Speaking with the parents or wandering the city can identify the park in the child's drawings.

Going to the park reveals a team of bounty hunters lying in wait, along with a security holocam. The footage reveals the child's actual abduction by the droid, which leaves the scene of the kidnapping in a speeder, heading toward the



local spaceport. More encounters with civilians, bounty hunters, and local law enforcement complicate getting to the spaceport, but once there, the PCs can check the registry to identify the abductor's ship.

TRUE CULPRIT

Logs suggest the ship plotted a course to Lola Sayu, a planet infamous in some circles for the Citadel, a fortress built to imprison rogue Jedi, now rumored to be cursed and haunted. The PCs must journey to the volcanic world of Lola Sayu to free the kidnapped child. The captor and mastermind behind the whole affair is a sophisticated—but likely malfunctioning—droid following its last directive from the height of the Clone Wars, to capture and contain Jedi. In the era of the Empire, the droid has adjusted its programming to allow a more liberal definition of its targets, essentially amounting to all Force users.

A small garrison of old battle droids guards the base, and feral anoobas prowl the surrounding area. To rescue the child, the PCs must face off against the droid, who saw the frame as a way to bring the Warrior directly to it. The child truly is Force-sensitive, with a gift for precognition. The child might become an apprentice of the Warrior, or the PCs might merely return the child to the parents. In addition, searching the Citadel closely can reveal additional artifacts, information, or prisoners.

FORMING THE GROUP

The Holocron of Cin Drallig campaign can serve as an effective way to bring a party together. Each PC might initially be a rival hoping to take the holocron, until one PC can convince them all to work together. This unique coming-together story can make for a memorable session and a unique group dynamic. The party begins with very little trust, which has to be earned and built up over the course of play.

THE HOLOCRON OF CIN DRALLIG

The holocron of Cin Drallig, a famed Jedi lightsaber instructor, has surfaced on Denon's black market. The PCs must find a way to beat a number of rivals to the holocron. Of course, they can hardly afford to purchase the holocron, and security is very tight. The PCs' best option is to follow the buyer home, amid rivals with the same plan, and convince the buyer to let them access the holocron. Alternatively, they could take it by force.



LIGHTS, HOLOCAM, AUCTION!

Through channels the Warrior or allies have cultivated for tracking down Jedi artifacts, the Warrior learns of an impending auction on the city-covered world of Denon. Allegedly, a private collector is auctioning off the holocron of a renowned Jedi lightsaber instructor, Cin Drallig. Of course, to most collectors, this is simply a curiosity, valuable only as an unusual antique and collectible. If authentic, however, the holocron is sure to have detailed training regimens for all seven known forms of lightsaber combat, as well as for a number of Force techniques. The PCs must book passage for Denon and scout the House Vahali cloudcutter, a massive spire where the auction is to be held.

Scouting reveals very tight security both on the auction-house levels and throughout the building. Complicating matters, the seller is only bringing the holocron the night of the auction, though the auction house has allegedly already verified authenticity. Neither a theft nor direct approaches have a high chance of success. However, the PCs can view the auction, either by surveillance camera or by finding a way to attend, and follow the winner home.

THE WINNER'S SHADOW

Rin Praji, of the influential House Praji, ultimately wins the holocron for several million credits. While the young noble has his own security and a convoy of three armored airspeeders, many others hope to steal the holocron while it is in transit. The PCs must defend the convoy or, at the very least, prevent other rivals from acquiring the holocron. Rivals might be fellow Force sensitives, ruthless collectors, or

independent artifact-acquisition specialists hoping to resell the rare item.

The route is a long one that leads first to a spaceport and then to a luxury yacht. Praji moves his prize to his lavish estate on the Core World of Kaikielius. Whether the PCs stow away aboard his yacht, manage to track it, or simply investigate the noble and travel to his homeworld, they are likely to attempt either to steal the holocron or to meet with Praji and convince him to let someone with the necessary strength in the Force open it. Fortunately, Praji is fascinated with legends of the Force and the Jedi, and the prospect of seeing the holocron opened appeals to him.

MASTER DRALLIG'S TRAINING

Once opened, the holocron can teach much about lightsaber combat forms. Its instruction can be represented by the acquisition of new talents in most combat-oriented talent trees, or a teaching can comprise a more narrative lesson. Unfortunately, the Empire appears to have been behind the holocron's availability at the auction. Activating it has triggered a beacon, and the Empire's forces are undoubtedly en route to intercept the Force sensitive capable of opening a holocron.

The PCs must fight their way to freedom through hordes of Imperials, including the resources of an entire Imperial Star Destroyer and any number of specialized Imperial troops. It might be possible for a very experienced slicer or technician to disable the beacon without harming the holocron, but until the PCs can find one, the Empire remains hot on their heels.

WARRIOR REWARDS

While for most Warriors, the fight is its own reward, Warriors' heroic actions can earn them riches, artifacts, and growing mastery of the Force. Warriors can also earn a reputation for their accomplishments, letting their accolades speak for them during social encounters. Their actions could even attract followers who seek to study their fighting style or aid their cause. The following rewards are designed specifically with the Warrior in mind, but GMs can make the rewards available to other characters as appropriate.

HONORED TITLE

There are three basic types of titles, each with different effects. Classroom titles are ranks denoting a level of mastery earned in a martial tradition, and impact Coercion and Negotiation checks. Championship titles represent a victory in a competition and impact Charm and Deception checks. Finally, legendary titles represent specific acts performed on the battlefield, and impact Coercion and Leadership checks.

TABLE 3-2: TITLE BENEFITS

Title	XP Cost	Benefit
Minor Title	5	Once per encounter, add <input type="checkbox"/> <input type="checkbox"/> to the next applicable Social skill check.
Moderate Title	10	Once per encounter, upgrade the ability of the next applicable Social skill check.
Major Title	15	Once per encounter, add ☆ ☆ to the next applicable Social skill check.

To acquire a title, a character must pay the XP cost indicated in **Table 3–2: Title Benefits**, on page 92. Titles must be acquired in order, from minor, to moderate, to major. Each new rank of the title replaces the one before it. To use a title to benefit a Social skill check, the PC or an ally must invoke it in conversation. Each title can be invoked once per encounter. The effects of invoking a title are also shown in **Table 3–2: Title Benefits**.

CLASSROOM TITLES

Powerful Warriors often receive formalized training, usually from a master of their particular fighting style. Most martial organizations have a codified system to denote the practitioner's level of experience, signified by adornments or titles, such as the Jedi titles of Padawan, Knight, and Master. Titles often indicate minor, moderate, and major achievements. Minor titles could imply continuing study in a mainstream technique, moderate titles could include mastery of a technique or expertise in an obscure style, and major titles could denote complete mastery of a given style.

The classroom title denotes a formalized study of a martial art. Warriors can invoke a classroom title in many ways. Explaining all the various ways the Warrior knows how to cause pain and death can instill fear in others to help with Coercion checks.

Warriors can even leverage a classroom title to convince someone the Warrior is honorable, which can help with Negotiation checks.

CHAMPIONSHIP TITLES

While studying war is certainly beneficial, most Warriors know that true growth comes from experience. Durasteel sharpens durasteel, and there are competitions throughout the galaxy where the best Warriors test each other's limits. A championship title indicates having placed in or won such a contest. Championships can be earned for racing Podracers, swoops, starships, solar sailers, or other vehicles. Titles can come from tournaments for unarmed fighting, fencing, dueling, or even less combat-oriented sports, like smashball, limmie, and more.

Minor championships might include winning backwater races or gladiatorial contests, such as Coruscant's garbage tunnel races or Serphidi Doom-Joust. Moderate championships include wins at regional events like the Stormblade Bloodfest or the Cloud City Grand Prix. Major championships are news to enthusiasts across the galaxy, like winning the Boonta Eve Classic Podrace, the Five Sabers race, or a Galactic Games unarmed combat medal. Note that if the win was over a decade ago, or if the Warrior merely placed but did not win, the title should be lowered one step.

Championship titles provide a small measure of fame for Warriors, which means they might have rubbed appendages with other famous beings of the day. Warriors with championship titles can invoke them by telling stories from their competition days, some of which may be greatly exaggerated or patently untrue. A great behind-the-scenes story from their time on the circuit can charm an NPC into helping the Warrior. A Warrior might regale a target with a story of an encounter with the target's hero, perhaps a musician or actor whom the Warrior met at a tournament after party. Championship titles can modify Charm and Deception checks.

LEGENDARY TITLES

Classroom and championship titles are impressive, but neither compares to actual combat experience in which a Warrior's life was on the line. Legendary titles are earned through courage in combat. They are stories of martial prowess and unflinching resolve that are told by a Warrior's friends and admirers endlessly. These stories have a tendency to get exaggerated and grow over time, adding to the mystique of the Warrior.



A minor legend concerns a brave deed that was a localized event or perhaps made the newsmen as a police report. This might include rescuing a child, fighting an entire swoop gang, or similar acts. Moderate legends might include courageously saving or fighting a larger group. The Warrior might have fought back a raiding party of Sand People or faced down an Imperial walker or similarly overwhelming opponent single-handedly. A major legend would be a deed of unmatched bravery, such as facing a Sith Lord, turning the tide of a famous battle, or taking out an Imperial superweapon.

Legendary titles are often nicknames, such as "the Butcher of Montellian Serat," "the Hero with No Fear," or "the Negotiator." Allies invoke these titles for a Warrior in most cases, as the story and title are most effective when spread by someone other than the Warrior. Still, once the story gets out, it can aid in both Coercion and Leadership checks. These titles lend credibility to Warriors, making others simultaneously more willing to follow them and more afraid of them.

FOLLOWERS AND ASSETS

Warrior traditions endure because they emphasize teaching as part of achieving mastery. There is something about demonstrating a technique, explaining it to others, and then correcting their form that elevates the teacher's own mastery of that technique. It creates an awareness in the Warrior of tiny details about each technique, enabling them to refine their own skills. Most martial traditions don't consider practitioners masters until they have guided a student from a novice level to an intermediate level.









GMs can use a Warrior's students as recurring NPCs to provide story hooks for the group. There is a big difference in emotional connection between helping an unknown family being extorted by Hutts and helping a student's family in the same situation. This personal connection to an adventure hook can motivate players and provide background before they embark on the GM's planned content for a session.

Warriors can spend XP to purchase and upgrade various followers and assets, each of which provide different benefits. Each type of follower or asset has several tiers, which must be purchased sequentially. Many followers and assets should also require a considerable expenditure of time, effort, and even credits to cultivate.


ALLIES

Allies are individuals who have benefited from the Warrior's actions. They can come from a variety of backgrounds, and each has a life and job separate from the Warrior. Most allies

TABLE 3-3: ALLY BENEFITS

Ally	XP Cost	Benefit
Grateful Ally	5	Ally makes one Knowledge, Skulduggery, or Streetwise check with   .
Indebted Ally	10	Ally makes one Knowledge, Skulduggery, or Streetwise check with    .
Loyal Ally	15	Ally makes one Knowledge, Skulduggery, or Streetwise check with    .

feel as though they owe the Warrior a favor, and they are willing to help as best they can in times of need.

Allies can serve as a combined knowledge base for a Warrior. Once per session, the Warrior can ask an ally, either in person or via a comlink or other method of long-distance communication, to make a single Knowledge, Skulduggery, or Streetwise check on the Warrior's behalf. Depending on the ally, the GM may permit any Knowledge skill or restrict the ally to one or more Knowledge skills. The dice pool for the check is indicated in **Table 3-3: Ally Benefits**, on page 94. The time it takes for the Warrior to receive an answer depends on the method of communication, and generating  on the check can delay the answer.

APPRENTICE

The Warrior might attract a particularly enthusiastic follower who becomes an apprentice. This NPC hopes to learn the Warrior's martial skills and help others as the Warrior helped them. Taking on an apprentice can provide a Warrior with great roleplaying moments, and the student's character arc might culminate in running a school for other students hoping to learn the Warrior's chosen form of combat. While some Warriors find annoyance with an apprentice's constant admiration and pestering, apprentices are also useful for invoking titles Warriors are too humble to bring up themselves.


Once per session, for an entire combat encounter, the apprentice can join the Warrior in combat. Rather than having an adversary profile and taking individual turns in combat, the apprentice fights in unison with the Warrior, augmenting the PC's combat checks or aiding the PC's defense, as shown on **Table 3-4: Apprentice Benefits**, on page 94. The GM can spend  on any combat check the Warrior makes to have the apprentice incapacitated for the rest of the encounter or otherwise defeated, and the benefits of the apprentice end immediately. A Warrior can benefit from only one apprentice at a time.

TABLE 3-4: APPRENTICE BENEFITS














Apprentice	XP Cost	Benefit
Novice Apprentice	5	Add  to all combat checks.
Trained Apprentice	10	Add automatic  to all combat checks, or add +1 melee defense; the Warrior chooses which at the beginning of each turn, and the effect lasts until the beginning of the Warrior's next turn.
Experienced Apprentice	15	Add automatic   to all combat checks, or add +2 melee defense; the Warrior chooses which at the beginning of each turn, and the effect lasts until the beginning of the Warrior's next turn.

TABLE 3-5: FOLLOWER BENEFITS







Follower	XP Cost	Benefit
Helpful Follower	5	Follower makes one Computers, Mechanics, or Medicine check with    .
Loyal Follower	10	Follower makes one Computers, Mechanics, or Medicine check with    .
Trusted Follower	15	Follower makes one Computers, Mechanics, or Medicine check with    .

FOLLOWERS

Followers are inspired by the Warrior's example, and they do their best to aid the PC's efforts. They come from a variety of backgrounds, but many have left their old life behind to follow and help the Warrior. While not all are prepared to engage in combat, many are trying to learn and consider the Warrior their instructor. Followers possess a diverse set of skills from their lives before meeting the Warrior, and they are more than willing to help in any way they can.

Followers often have a degree of technical training from a past career. Once per session, they can make a single Computers, Mechanics, or Medicine check on behalf of the Warrior, at the GM's discretion. The dice pool to use for the check is shown in **Table 3-5: Follower Benefits** on "Table 3-4: Apprentice Benefits" on page 94. These checks generally require the followers to be on-site; the Warrior can't receive aid by comlink as with an ally benefit. Followers must physically follow the Warrior and be present to assist. This can pose some logistical challenges for a party. Followers also take up much of a Warrior's free time, as each hopes to learn how to fight straight from their hero.

TABLE 3-6: SCHOOL BENEFITS

School	XP Cost	Benefit
Local Gym	5	Add  to follower and ally checks and to checks made with the aid of an apprentice.
Respected Dojo	10	Add   to follower and ally checks; add  to checks made with the aid of an apprentice.
Training Academy	15	Upgrade ability of follower and ally checks; add   to checks made with the aid of an apprentice.

SCHOOL

Many Warriors place a premium on passing on their skills. Training an apprentice can happen in the field, but training an entire student body requires a facility and a faculty. Warriors who establish a formal training facility provide their followers, allies, and apprentice a safe place in which to shut out distractions and focus on training.

Schools can grow over time. They might start out as a small local gym where students can exercise, spar, and work with training droids or in simulators. They can evolve into more respected institutions with better facilities and a reputation in the galaxy. Eventually, they might even turn into massive training compounds or a network of smaller gyms. GMs should work with players when they establish a school to discuss their goals for it.

Mechanically, schools improve all checks made by allies, apprentices, and followers. This bonus improves every check they make that is related to the benefits they provide the Warrior. The bonus provided by each level of school is shown in **Table 3-6: School Benefits**. Schools are often run by a Warrior's first apprentice, after the apprentice reaches the Experienced Apprentice tier.



STAR WARS

LEGION



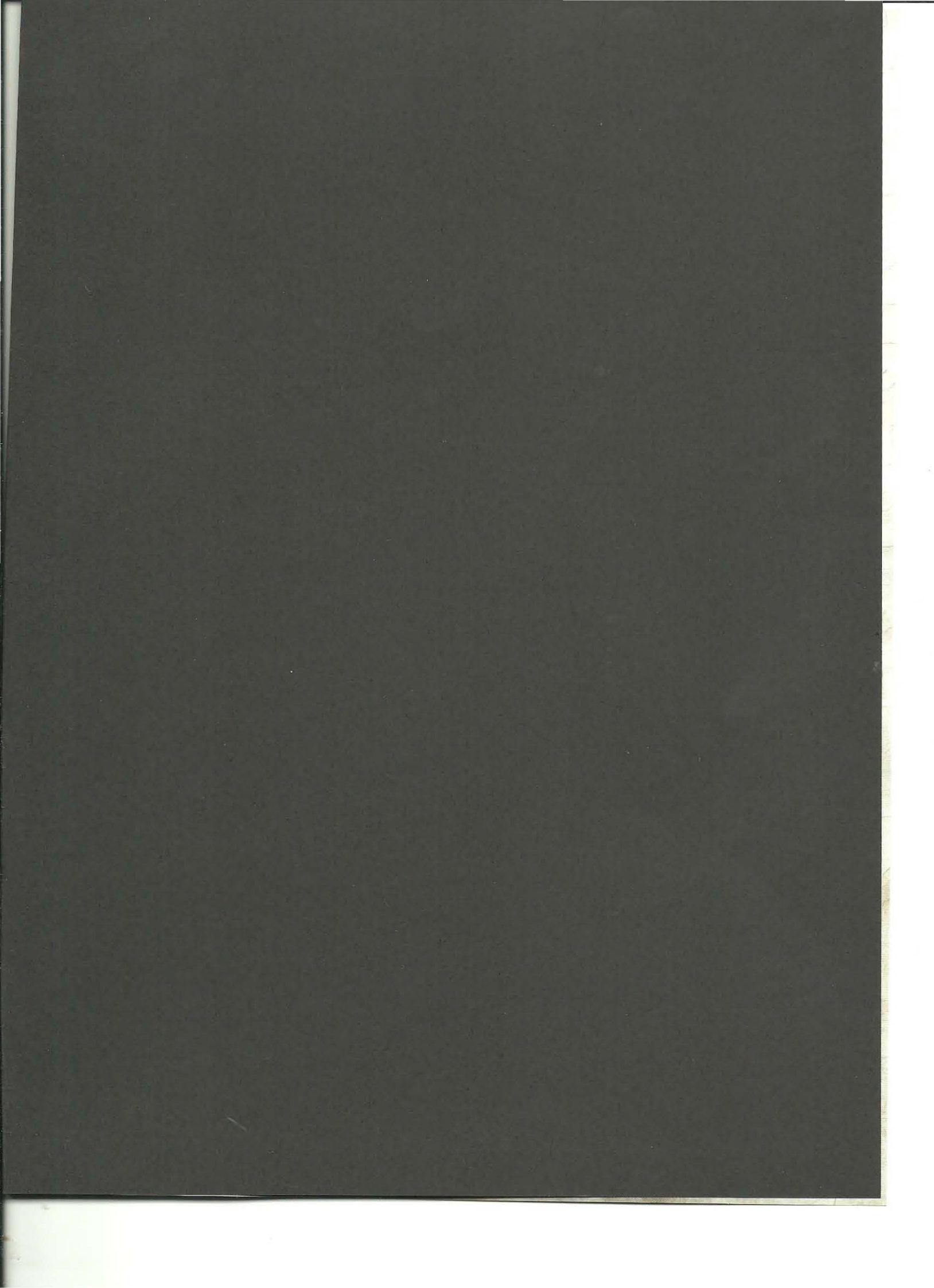
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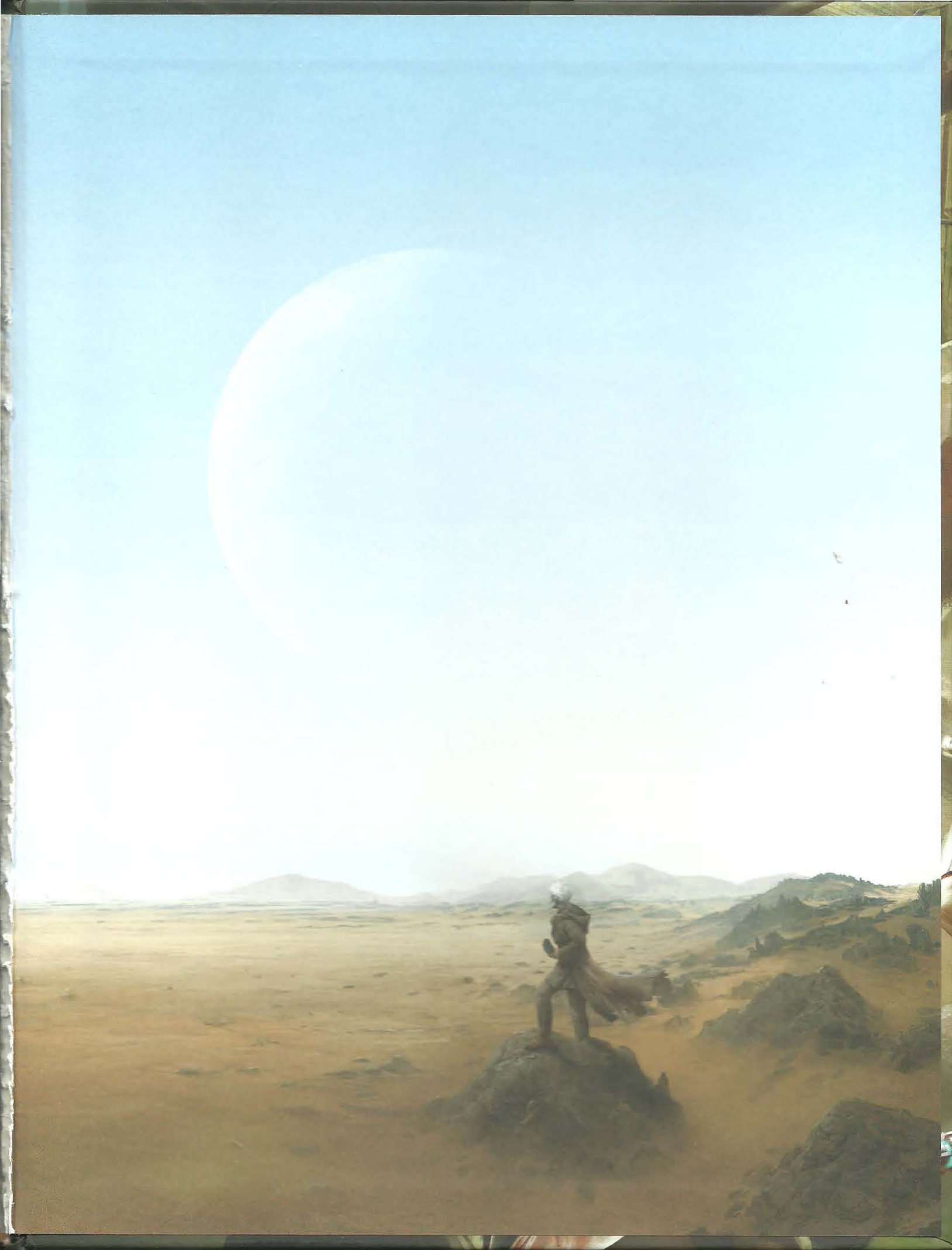


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